

Year 2 Curriculum Web Autumn Term

English

Focus books – Non-fiction 1950s texts and Dr Seuss books written in the 1950s.

Spelling common exception words and numbers

Apply spelling rules

Daily phase 6 phonics

Suffixes including-

-ment, -ness, -ful, -less, -ly

Write from memory sentences dictated by the teacher.

Sentence writing

Full stops, capital letters, exclamation marks, question marks

Commas for lists

Apostrophes for contracted forms

Do not = don't

Command sentences

Statement sentences

Informative and a creative piece of writing

Mathematics

Telling the Time

Place Value

Numbers to 100

Tens and ones

Compare numbers

Count in 2s, 3s, 5s and 10s

Addition and Subtraction

Compare number sentences

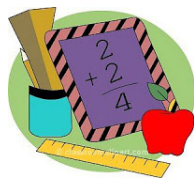
Number bonds to 10 and 20

10 more and 10 less

Adding and subtracting crossing ten

Bonds to 100

Writing numbers the correct way around



Religious Education

Different religions and beliefs

Why do people think about God? What do Muslims think about God?

Exploring what is important to the class and why it is important.

Science

Asking simple questions and recognising that they can be answered in different ways.

Performing simple tests

Observing closely using different equipment

Life cycles

Childhood and the 1950s

Autumn Part 1

PSHE

Ourselves, growing and changing

Families and close positive relationships

DT

Design and build a toy from the 1950s in groups.

Design purposeful, functional, appealing products for themselves and other users based on design criteria.

Communicate their ideas with one another.

Use a range of tools and equipment to perform cutting, shaping, joining and finishing.

Select from a wide range of materials.

Explore and evaluate a range of existing products.

Daily Phonics PowerPoint

Daily CEW spellings

Daily handwriting

Daily 15 minutes of exercise minimum

Art

To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.

To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.

To use a range of materials creatively to design and make products

Learn about different artists and link it to their own art work.

Geography

- Physical and human geographical features.
- Seasonal and daily weather patterns.
- Use world maps and globes



History

Events beyond living memory and changes within living memory

- Stages of human life
- Timelines
- Important events
- All about the 1950s, everyday life, childhood and significant events.
- Changes overtime

Computing

Use logical reasoning to predict the behaviour of simple programs.

Recognise common uses for technology beyond school.

Use technology safely and respectfully.



Music

Use their voices expressively and creatively by singing songs and speaking chants and rhymes.

Play tuned and untuned instruments musically

Listen with concentration and understanding to a range of high-quality live and recorded music.

Experiment with, create, select and combine sounds using the inter-related dimensions of music.

1950s music



Physical Education

Perform dances using simple movement patterns.

Participate in team games, developing tactics for attacking and defending.

Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities.