

Curriculum Overview for Year 2 – Autumn 1

English

- Fiction: Stories with familiar settings
- Learning how to make predictions
- Non Fiction: Reports and recounts

Writing

- Investigating spelling patterns and generate their own spelling rules
- Using sentences with different forms in their writing – statements and questions
- using some expanded noun phrases to describe and specify
- using present and past tense mostly correctly and consistently
- using co-ordination (or / and / but)

Reading

- Phonics - using phonics to read new words and spell them
- Comprehension - answering questions about what we have read in detail

Mathematics

- Place value
- Tens and ones
- More and less than
- Odds and evens
- Counting in 2s, 3s, 5s, 10s
- Addition and subtraction 2 digit numbers

Science

Living things and their habitats

- Explore and compare the differences between things that are living, dead, and things that have never been alive
- Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other
- Identify and name a variety of plants and animals in their habitats, including micro-habitats
- Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food.

Topic- Terrifying Towers

We have started the topic with medieval visitors, who took us back to the past and showed us how people lived in castles, sharing artefacts, facts and teaching us dances. Further to this, we will be looking at a range of fictional characters who lived in towers, tunnels and castles, so we can practise our reading and writing skills.

RE

9 Habits

Children to reflect on who they are using the Oasis 9 Habits.

Hopeful, joyful, compassionate, considerate, forgiving, humble, honest, self-control and patience

Rules and Routines

Computing

- Use technology to research about their topic.
- Use technology to explain what they have learnt.

Music

- Look at the style indicators of South African music

Design & Technology (ILP)

- To design and organise a workspace.
- To use everyday materials and create something castles.
- To create artwork based around an artist.

PE

- Competitive games led by Sport Coach.
- Creative ways in which to travel throughout workspace.