

Science

Ask simple questions.
Perform simple tests.
Use observations and ideas to suggest answers to questions

PE

Dance: perform dances using simple movement patterns.

Art and Design

Use sculpture and designs to develop and share their ideas, experiences and imagination.
Use a range of materials to creatively design and make products.
Learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.

History

The lives of significant individuals in the past who have contributed to national and international achievements, some should be used to compare aspects of life in different periods for example: Christopher Columbus, Neil Armstrong and Rosa Parks.

Design and Technology

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

Writing

Write down new ideas including new vocabulary.
Write for different purposes.
Non-fiction writing—fact files, information texts and reports.

Year 2 Movers and Shakers



Computing

Use technology purposely to create, organise, store, manipulate and retrieval digital content.
Using PowerPoint to click and drag images.

Reading

Oxford Reading Tree Scheme
Discuss and clarify the meaning of new vocabulary.
Answer and ask questions.
Discuss the sequence of events in a book.
Read and discuss fiction and non-fiction texts.

PSHE

Healthy relationships.

Phonics/Grammar

Phase 5 Letters and sounds including suffixes ed, and ing.

RE

Diwali and Gifts—retell the Diwali story. The gifts of Christmas.

Outside Environment

Geography—use and read keys on maps
Maths—counting in 2s, 5s, 10s and number bonds to 20
PE—team games and sequenced dance moves.
Art and Design—designing different symmetrical patterns

Maths

(White Rose Maths Scheme)

Addition and Subtraction— number bonds to 100, 10 more, 10 less
Measures - money—recognising notes and coins, making exact amounts
Multiplication and Division—recognise and make equal groups, using arrays, 2x, 5x and 10x