

# Spring Two Term Year 2



## English

We are reading...



The Building Boy  
Narrative-Fiction

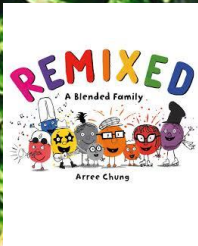
To focus on:

- writing simple, coherent narratives
- using capital letters, full stops, exclamation marks and question marks
- using verbs and adverbs
- using past and present tense correctly
- using apostrophes correctly

Children will read 1:1, in small groups and during whole class guided reading sessions.

We will be developing our fluency, pace and stamina.

In guided reading we will develop our retrieval and inference skills.



## Maths

In Maths we will be focusing on:

- Fractions find  $\frac{1}{2}$ ,  $\frac{1}{4}$ , &  $\frac{3}{4}$  of a shape and a number.
- Division using 2, 5 and 10 multiplication tables.
- Calculations using money.

## Science

We will be looking at:

### Uses of Everyday Materials

- classifying objects and materials.
- Exploring materials in the environment.
- Identifying the properties of materials
- Exploring the suitability of materials.
- Exploring how materials can change shape.

## RE

In R.E we will be focusing on **opportunities**

- exploring how each day offers opportunities for good.
- Recalling the story of Ash Wednesday.
- Recognising that Lent is an opportunity to choose to do good.
- Retelling the story of Palm Sunday.
- Describing the story of Maundy Thursday.
- Understanding the story of Good Friday and Easter Sunday.





# Geography

In Geography we will be learning about Africa.

- Naming and locating countries in Africa
- describing a place outside of Europe using geographical words.
- identifying some of the animals that live in Africa.
- describing how people in other countries live differently to me.

# D&T

In Design and Technology we will:

- Explore a balanced diet.
- Taste and test food combinations.
- Plan what ingredients to use to make a healthy wrap.
- Design a final idea.
- Make a healthy wrap.



# Music

In Music our learning will be centred around the song:

## Zootime



### Knowledge Organiser – Zootime – Year 2, Unit 4

#### 1 – Listening: Zootime

Find the pulse as you are listening to the music: Dance, wiggle, march, clap.

Instruments/voices you can hear: Keyboard, drums, bass, electric guitar, singers.



#### 2 – Musical Activities

##### Find the pulse!

- Be an animal of your choice

##### Clapping Rhythms

- Copy and clap back rhythms
- Clap the rhythm of your name
- Clap the rhythm of your favourite animal
- Make up your own rhythms

Pitch is high and low sounds. We add pitch to

Singing and dancing and having fun!

Playing instruments using up to two notes – C or C + D. Which part did you play?

Improvise using the notes C + D:

- **Challenge 1** Clap and Improvise
- **Challenge 2** Sing, Play and Improvise
- **Challenge 3** Improvise

Which challenge did you get to?

# Computing

In our Computing sessions we will be looking at:

Data and Information:  
Pictograms

- I can enter data onto a computer
- I can use a computer to view data in a different format
- I can use pictograms to answer simple questions about objects

# RSHE

## Module 2: Created to Love OTHERS

**Key Stage One:**

**Unit 2: Personal Relationships**

- 'Special people' in their lives who they love and can trust
- Coping with various social situations and dilemmas
- The importance of saying sorry and asking for forgiveness within relationships

**Unit 3: Keeping Safe**

- The risks of being online (incorporating Smartie the Penguin from Childnet)
- The difference between good and bad secrets
- Teaching on physical boundaries (incorporating the PANTS resource from the NSPCC)
- The effects of harmful substances (including alcohol and tobacco)
- Some basic First Aid and what they should do in an emergency

# PE

We are excited to be working with the Newcastle United Foundation Coaches to develop skills related to **defending and attacking.**

We will be developing the following skills:

- take on the role of an attacker and defender in a game
- move into a space when playing a game
- make use of space in a competitive game, with some prompting
- stay close to a player that they are marking; mark a player during a game
- find and move into spaces, to get away from a defender, when prompted