

Theme

Commotion in the Ocean

We will be finding out about the oceans of the world and the creatures that live in and around them. We will use geographical vocabulary to describe physical features. We will name the five oceans and locate them on a map. In History we will learn about famous explorers and the impact that their travels had on the world.

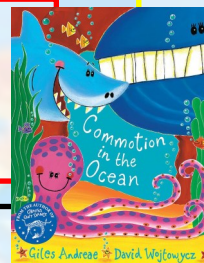
English

We will read stories and use non fiction texts based around the ocean. Using these texts we will research and write reports, also we will write persuasively. We use the Lighthouse Keeper's Lunch and other texts to write our own stories, letters and posters.



Commotion in the Ocean

Year 2 Spring Term



P.E. P.E lessons will take place on a Monday and Friday.

- ◆ Spring One Fitness & Sending and Receiving
- ◆ Spring Two Gymnastics and Team Building & Gymnastics

RE What do I know about Islam and what matters most to Muslims?

Mathematics

Solve problems involving –

- ◆ Reading, writing, comparing and ordering numbers to 100
- ◆ Statistics and Shape
- ◆ Money counting, paying and solving problems
- ◆ Multiplication and Division $\times 2$ $\times 5$ $\times 10$ moving onto $\times 3$ and $\times 4$
- ◆ Telling the time to 5 minutes intervals



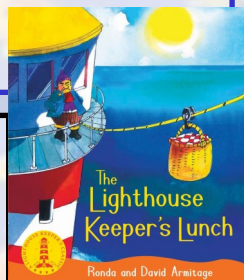
Home Learning

Homework will be set on a Friday, to be returned by the following Friday.

Spellings will be learnt at home and tested in school every Friday.

Save the Date!

Year 2 Assembly -
7th February 2:30pm



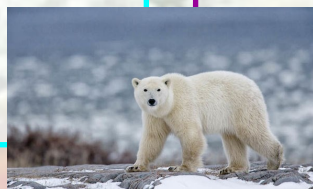
PSHE-

Spring One-

Thinking about groups we belong to in school and in our local community.

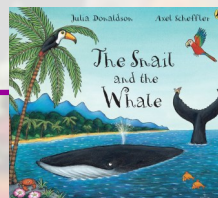
Spring Two-

How to use popular internet sites safely
– passwords etc



Science – Materials

- ◆ Know that there is a range of materials with different characteristics
- ◆ Know that some materials occur naturally and some do not
- ◆ Know to explore materials using appropriate senses and making observations and simple comparisons
- ◆ Know that materials often change when they are heated
- ◆ Investigate melting ice and plan a fair test
- ◆ Identify the suitability of a variety of everyday materials



Computing

Digital Programmer

Learning how to program a robot to follow a route.

Digital Data Handler

We will collect data related to our topic for example favourite sea creatures and present it in a table and pictogram format.

Creative Arts

Music - Create a soundtrack to match an undersea film

Art - Appreciate the work of famous artists and create a seascape painting.

D&T - Cooking and designing an Easter product.