

## English

Texts - The Knight Who Wouldn't Fight, Nativity Story  
Dragon Machine  
Puffin Book of First Poetry

### Reading

Can I respond to reading using *Cracking Comprehension*?  
Can I make comparisons between different texts and characters?  
Can I ask and answer questions about texts that I have read?

### Writing

Can I write a diary entry? Can I write speech and thought bubbles for characters? Can I write a set of instructions? Can I write my own dragon story?

### Spelling

Can I learn to spell common exception words for Year 2?  
Can I spell using letter names?  
RWInc Spelling: suffix -y; suffix -ly; kn; gn; suffix -ing; or sound spelt 'a'; igh sound spelt 'y'.

## Maths

Number and Place Value - What do I know about numbers? Can I tell you the value of a digit? Can I write numbers to 100 in digits and words? Can I represent numbers to 100? Can I compare and order numbers? Can I count in 2s, 5s and 10s?

Addition and Subtraction - What strategies do I use? Can I use addition and subtraction bonds to 100?

Multiplication and division - How can I represent multiplication? Can I use my times tables to help me multiply?

Money and Time - Can I recognise all English coins? Can I add and subtract with coins? Can I tell the time to the nearest half hour?

## Science

### Uses of Everyday Materials

- Can I identify and compare the suitability of everyday materials for different uses? (Investigating properties of materials).
- Can I compare how things move on different surfaces? Can I explain the invention of John McAdam? Which material would build the best road?
- Can I find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching?
- Can I explain the process of recycling?

## RE

### Yr2: Living

The Big Questions in life which cannot be answered. Students will investigate the ways in which religious believers try to answer these questions.

## Computing

Coding - Can I make it move?  
Online Safety - Can I explain the safety rules?

## **Year 2 Autumn Term**

## PE Games

Can I play as part of a team? Can I defend and attack? Can I use tactics as part of a team?

## **Activity Day: 18.9.19 Recycled Castle Making**

## Music

Music from South Africa, Freedom Songs, Winter Time and Festival Music

- Recognising styles of music,
- Finding the pulse and the rhythm,
- Recognising instruments,
- Working together in a group: singing, playing and performing.

## History

### The Battle of Hastings and The Norman Conquest

- Who built the first castles in Britain and why?
- Looking at the Bayeux Tapestry and telling the story that it shows.
- Thinking about how the people living in England would have felt about being invaded

### Norman Castles

- How are castles different?
- What it would have been like to live in Norman Britain?

### The Structure of a Medieval Castle

- Features of a castle, such as moats, keeps and drawbridges
- What happened when a castle was under siege?

### Who Lived in a Medieval Castle?

- Roles and jobs of people who lived in castles
- Exploring a day in the life of different medieval people

## Geography

### Why were castles built on hills?

- Naming land features
- Discussing why a location was chosen
- Identifying the resources that can be found in land features

### Exploring Land Features

- Identifying land features that make castles easier to defend
- Examining how people would have built a castle in different locations

### Naming land features

### Capital Cities Castles!

- Identifying the UK on a world map
- Identifying and locating the four countries of the UK and their capital cities.
- Examining why a capital city's castle was built in a location.

### Let's Plan a Map!

- Using a map to identify key features
- Moving around a map using compass points

## Art

### Bayeux Tapestry

- Exploring why the Bayeux Tapestry is important
- Creating pictures in the style of the Bayeux Tapestry

## DT

### Mechanisms

How different mechanisms make things move in different ways. Sliders and Levers

- Looking at working mechanisms
- Creating plans and designs that meet criteria
- Following instructions to make objects
- Evaluating designs

## ENTERPRISE PROJECT

- Designing and making a product to sell
- Evaluating the product.

## SMSC

Class rules

Why am I special?