

Year 2 Curriculum Information Spring 1 2023-2024

Maths

In maths, we will be learning geometry, money, multiplication and division:

- Identify and describe the properties of 2-D and 3-D shapes, including the number of sides/edges, faces (3-D) and corners/vertices.
- Compare and sort common 2-D and 3-D shapes and everyday objects.
- Identify 2-D shapes on the surface of 3-D shapes.
- Identify a line symmetry in a vertical line.
- Count money.
- Choose notes and coins.
- Make the same amount and make a pound.
- Compare amounts of money.
- Calculate with money, including finding change.
- Recognise, make and add equal groups.
- Introduce the multiplication symbol.
- Multiplication sentences.
- Use arrays.
- Make equal groups by grouping and sharing.
- The 2 times-table, including multiplying and dividing by 2.
- Doubling and halving.
- Odd and even numbers.
- The 10 times-table including multiplying and dividing by 10.
- The 5 times-table including multiplying and dividing by 5.

You can help your child at home by looking for shapes around the home, looking at and paying with coins, and practising the 2-, 5- and 10 times tables (including division).

Science

The children will begin every half term this year by looking at the micro-habitats around school and seeing what organisms (living things) they can observe.

The children will also be learning about animals (including humans). This will involve knowing the importance of exercise, where they will investigate what happens to their bodies when they exercise. Then they will learn about the importance of hygiene to humans where they will learn about how often to wash, including brushing teeth and wearing clean clothes.

You can help your child at home by discussing ways to maintain a healthy lifestyle, engaging your child in choosing and preparing healthy ingredients for a family meal, and give them opportunities to try a variety of sports and see what sparks their interest.

Art and Design

Life in Colour

Please see Knowledge Organiser for more information.

Design and Technology

Textiles: Pouches

Please see Knowledge Organiser for more information.

History

Why was Charles sent to prison?

Please see Knowledge Organiser for more information.

Music

Animals Number

Please see the unit overviews for more information.

English

In the first three weeks of English, we are reading:

- The Bear Under the Stairs by Helen Cooper

The children will look at the book The Bear Under the Stairs by Helen Cooper and use it as a model to write letters from the main character to the bear and back. The children will write their own story of a child who is scared of something that might be in the house using the story line of The Bear Under the Stairs to support the structure of their own versions.

In the next three weeks of English, we are reading:

- The Bear and the Piano by David Litchfield

The children will learn about a piano playing bear by being invited to a concert. They will learn spelling and grammar rules for contractions and will use these to write letters of advice to the bear. After drawing on the author's use of language to create noun phrases, they will write a short news report on an amazing performance by the bear. They will then write a non-fiction piece where they research their chosen member of an 'Animal Orchestra', based on the bear in the story. This new character becomes the main protagonist their own version of the story that they will plan and write.

You can help your child at home by continuing to read to them and provide them with a wide range of texts, including fiction, non-fiction, and poems. You can focus on stories about bears and discuss how bears are portrayed in the narrative. You can research facts about bears and see how fictional bears compare.

Computing

Programming - Robot Algorithms

Children will develop their understanding of instructions in sequences and the use of logical reasoning to predict outcomes. Learners will use given commands in different orders to investigate how the order affects the outcome. They will also learn about design in programming. They will develop artwork and test it for use in a program. They will design algorithms and then test those algorithms as programs and debug them.

RE Focus:

Special Things

PSHE Focus:

Physical Health

PE: PE is taught twice a week by Game On coaches. Please send your child into school in their PE kits on Wednesdays and Fridays.