

Year 2 Curriculum Information Spring 1 2025-2026

Maths

In maths, we will be learning addition and subtraction:

- Ten more, ten less
- Add and subtract 10s
- Add two 2-digit numbers across ten
- Subtract two 2-digit numbers across ten
- Mixed addition and subtraction
- Compare number sentences
- Missing number problems

You can help your child at home by practising number bonds, giving opportunities to recognise, read and count numbers to 100, and continue to practise counting in 2s, 3s, 5s and 10s. You can also help by looking for shapes around the home, whilst walking to school or out in public places.

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 continuing to learn 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.

English

In English, we are reading:

- Tadpoles Promise by Jeanne Willis

The children will use the story Tadpoles Promise as a model to write a setting description.

The children will re-enact sections of the story and consider the thoughts of the characters at certain points. The children will go on to plan and write their own setting descriptions, using ambitious vocabulary, suffixes, and information from the text.

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.

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.

PSHE Focus:

Physical Health

Art and Design

Life in Colour

Please see Knowledge Organiser for more information.

Design and Technology

A Balanced Diet

Please see Knowledge Organiser for more information.

Geography

Why does it matter where my food comes from?

Music

Animals Number

Please see the unit overviews for more information.

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