

Year group: 2

Time Allocation: 1/2 term

Date: Spring Term 1

Teachers: Miss Rucroft and Mrs Townsend



Curriculum Plan



Learning Together

Remember to help your child learn their weekly spellings, maths task and read their book. Common exception words are tricky to spell and you will need to help your child to learn these. Watch out for the information about which words your child will need to learn.

Core Value:

Courage

S.M.S.C

We will think about how we have courage and how we can encourage others. We will relate to the teachings of God.

English:

In English we will be hearing, reading and retelling with actions a variety of well-known traditional tales including Little Red Riding Hood and Jack and Bean stalk. As writers we will find out about common story language and patterns used in traditional tales and then build these in to our own writing focussing particularly on the use of a variety of sentence openers. We will write a recount of Red Riding Hood and write an alternative version based on the book 'Little Red Reading Hood'. As writers we will also create our own stories based on 'The Great Fairy-tale Disaster Story'.

Maths:

As mathematicians we will continue to develop our number and place value skills. We will build on our addition and subtraction facts to 20 and start to develop strategies to improve quick recall. We will then add and subtract two digit numbers, starting with using maths equipment and moving towards different methods to solve problems. We will start to learn how to present our calculations using a column method. We will solve word problems, taking time to think about the most efficient way to solve them. We will also start multiplication where we will have lots of experience making equal groups.

Science:

Plants: We will be investigating the best conditions for Jack to grow his magic beans. The children will plant beans and observe and record the stages of their growth over a period of time. We will also label the parts of a bean plant and find out what they require to grow healthily. During our allotment time we will plant spring bulbs, onions and start sowing seeds.

Geography: Why does it matter where my food comes from?

We will recognise that all the food we eat comes from either plants or animals and that a farm is an area of land. We will find out about dairy farms and identify key geographical features of the Devon countryside and compare it with towns and cities.

PE: Real PE Unit 3

Focus on dynamic and static stance balance on a line. We will perform a range of skills with some control and consistency. We will perform a sequence of movements with some changes in level, direction or speed.

Art and design:

We will be developing colour mixing skills, learning about the work of artist Romare Bearden and creating textured papers using paint, children compose collages inspired by their exploration of colour and texture in the world around them.

Design & Technology:

We will be able to explore stability and methods to strengthen structures, to understand Baby Bear's chair weaknesses and develop an improved solution for him to use.

PSHE Keeping Myself Safe

We will be learning about medicines and how they can be helpful or harmful, and say some examples of how they can be used safely. We will learn how to identify situations in we would need to say 'Yes', 'No', 'I'll ask', or 'I'll tell'.

RE: Gospel: What is the good news Jesus brings?

The children will discuss different types of news and begin to understand that some news is good. They will make good news cards to share any special news they have about themselves or their family. They will then hear stories from the Bible and begin to understand that Christians believe that Jesus brought good news to all people.

Music:

We will be learning 'I wanna play in a band,' a Rock song written especially for children. The children will learn about singing and playing together in an ensemble.

Computing: Robot Algorithms

We will use given commands in different orders to investigate how the order affects the outcome. We will also learn about design in programming. We will develop artwork and test it for use in a program. We will design algorithms and then test those algorithms as programs and debug them.