Autumn Term Curriculum Overview 2016 Year 2

**DT**

Design a home for a dinosaur

During Design and Technology children will design a home for a dinosaur looking at features it requires and location linking to habitat. They will also evaluate their own work to see if they need to make improvements.

**Art**

To make African paintings in the style of Martin Bulinya by selecting colours, creating patterns through colour and shape, developing brush control and creating surfaces for painting.

**English**

In the autumn term, we will be reading “10 Things I Can Do to Help My World”, learning about the features of information texts and how they differ from works of fiction. We will also be developing our ability to write in the style of an information text.

Our next book will be “Claude in the City”. We will use this book to develop our appreciation of reading and writing poetry. We will also be writing our own Claude story in an alternative setting.

**Maths**

Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backwards.

Read and write numbers to at least 100 in numerals and in words.

Recognise the place value of each digit in a two-digit number (tens, ones).

Identify, represent and estimate numbers using different representations including the number line.

**Science**

Changing materials (Identifying and Classifying)

Pupils are taught to:

♣ identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses

♣ find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.

**History**

Guy Fawkes and the Gunpowder Plot

In History, we will explain what Bonfire Night is, find out about King James I of England, find out who Guy Fawkes was, discover what happened next in the Gunpowder Plot and think about why fireworks are lit on November 5th.

**PE**

Dance

During this topic children will learn to compose and perform dance phrases.

Children will explore, remember, repeat and link a range of actions with coordination, control, and an awareness of the expressive qualities of the dance.

This term, the children will also develop their agility and badminton skills.

**SEAL/PSHE**

New Beginnings

This topic is related to the social and emotional aspects of learning (SEAL) theme 'New beginnings', which focuses on developing children's skills in four key areas: empathy, self-awareness, social skills and motivation.

**RE**

Beginnings

Know and understand:

• The many beginnings each day offers – **Explore**

• God is present in every beginning – **Reveal**

Acquire the skills of assimilation, celebration and application of the above – **Respond**

Signs and symbols

**This Topic: learning outcomes**

Know and understand:

• Experience of signs and symbols – **Explore**

• Signs and symbols used in Baptism – **Reveal**

Acquire the skills of assimilation, celebration and application of the above – **Respond**

**Spanish**

We are going to practise our Spanish greetings, learn numbers 0-30, ask questions and talk about ourselves in Spanish. We are also learning Spanish words for colours, countries and body parts, and singing the song “El juego chirimbolo”.

**Maths Basic Skills**

Number bonds to 10

Read and write numbers to at least 100 in numerals and in words

Use place value and number facts to solve

Problems

Solve problems with addition and subtraction.

**English Basic Skills**

Writing simple and complex sentences.

Use of capital letters, full stops, question marks and exclamation marks to demarcate sentences

Commas to separate items in a list.

Subordination (using when, if, that, because) and co-ordination (using or, and, but

**Geography**

At the Farm

In this topic, we will:

Explore what farms are and why they are important, investigate the features of a farm, discover how the seasons affect life on a farm, and research the differences between life in a town and life on a farm. We will also learn how to use a map and symbols to navigate around a farm.