Autumn 2 Term
Year 2 Topic Web

Maths

In Maths we will focus on the skills of addition and subtraction using a variety of equipment to solve problems, e.g. bead strings; number lines and cubes and recognise and use the symbols '+' '=' '-'.

We will also focus on recapping their understanding of shape from Year 1. Before learning about the properties of shapes, children need to recognise and name both 2-D and 3-D shapes and differentiate between them. It is important that children have the chance to see and feel the shapes. They should begin to understand that 2-D shapes are flat and that the manipulatives they handle in class are representations of the shapes.

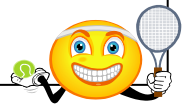
Still Life

We will look at examples of still life paintings and then use them as inspiration for our own still life pictures.

P.E.

Indoor P.E. Dance - The children will explore space and how their body can move to express an idea, mood, character or feeling. They will develop their travelling actions and use them in response to a stimulus.

Outdoor P.E. Continuing to work with Coach Toby to develop coordination and an understanding of a range of different sporting activities.



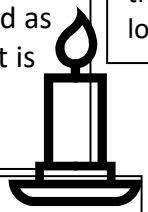
Science - Animal Survival

This project teaches children about growth in animals by exploring the life cycles of some familiar animals. They build on learning about the survival of humans by identifying the basic needs of animals for survival, including food, water, air and shelter.



R.E. – Candle light as a symbol

In RE we will explore how candle light is used as a symbol in both Christianity and Hinduism. We will compare how it is used as a symbol in Diwali and Advent and why it is used as a symbol.



Music – Carnival of the Animals

The children will listen with increased concentration to sounds/music and respond by talking about them using music vocabulary, or physically with movement and dance.
They will also identify different qualities of sound (timbre) e.g. smooth, scratchy, clicking, ringing, and how they are made.

Music - Composing music inspired by birdsong

The children will be composing using a non-musical stimulus and creating music inspired by birds and birdsong. They will also be improvising and playing a solo on instruments.

English

This half term, we will be exploring the story 'Me and You' by Anthony Browne. The children will begin by comparing two versions of 'Goldilocks and the Three Bears' and identifying the key features of a traditional tale. They will develop their understanding of character by selecting adjectives to describe Goldilocks and using these to create a 'Wanted' poster. We will then write a simple retelling of the story and an apology letter in role as Goldilocks. Using *Me and You*, the children will explore the story from a different perspective by recounting events from Goldilocks' point of view. To finish the unit, they will apply their creativity and storytelling skills to write their own sequel to the story.

We will then be looking at the story 'Wolves' by Emily Gravett. The children will receive a letter from a fairytale character who needs their help. They will investigate the difference between fact and fiction, using the story to explore what is real and what is made up about wolves. The children will develop their research skills by finding factual information about wolves and considering how to stay safe around wild animals. They will then use their findings to create a leaflet that educates the local community about wolves.

History- Movers and Shakers

We will be learning about the five statements from Dawson's model that will help them identify people who are historically significant and use the words year, decade and century to describe dates and times. We will learn about the life and impact of a significant person in the locality and of 10 significant individuals from around the world. We will also carry out an independent study of a significant person from the past and learn about people who are significant today.

ICT

We will use Purple Mash to code using the tool 2Go. The children will learn to build simple algorithms to move a screen turtle along routes. They consider direction and distances and create commands.