



Narrative and reports

The owl who was afraid of the dark
“Why does it get dark?”

The Hodgeheg “How do we stay safe?”



Addition and subtraction – adding and subtracting different 2-digit numbers using the column method.

Shape – Recognising 2D and 3D shapes and being able to describe their properties
Sorting and making patterns with shapes, using lines of symmetry

Computing



Coding

Understand what an algorithm is and how to create a simple program

To create a series of instructions as a sequence

Internet Safety



Living things and their habitat.

Know how plants and animals are suited to their habitat.

Know a habitat provides the basic needs of things living there.

Know how animals adapt to live in different habitats.

Design & Technology

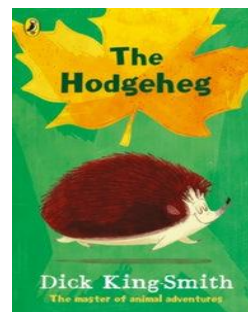
Creating a design criteria for a moving monster.

Designing a moving monster for a specific audience in accordance with a design criteria.

Making linkages using card for levers and split pins for pivots.

Assemble, join and combine materials to make a product. Evaluate and identify strengths.

Year 2– Autumn 2 2024



R.E



Talk about how and why we celebrate significant times.

Discuss what we can learn from sacred books and stories.



Gymnastics

Develop jumping, rolling, balancing and travelling skills.

Create short sequences using different shapes, levels and directions on and off apparatus.



Learn about how life was different and similar during different stages in history

Understand key features of events by asking questions and using different sources of evidence



Know how to sing with a pitch range and increasing vocal control.

Know the meaning of dynamics (loud/quiet) and tempo (fast/slow)



Celebrating difference

Identifying our differences and what makes us unique and special.

Learning about stereotypes and knowing how to stand up for myself.
Friendship week

