

Narrative

This term we go on a journey to visit some fantastic places, both real and imaginary. We start off thinking about the story 'Where the Wild Things Are' and discover that the Wild Place has been home to some Wild Things. After that we begin our journey around the world using our own airport lounge as a departure point to all corners of the globe. We visit places with amazing wildlife, incredible buildings and interesting people and in each place we experience what it would be really be like to live there. During our trip we even manage to find ourselves as part of Shackleton's expeditions to the South Pole!



Year 2 Spring Term Adventures



Science

- Seasons - different climates around the world; seasonal change
- Animals— basic needs for survival
- Living things and their habitats

Computing

- coding using ipads.
- Computers an introduction to typing and word.

RE

- What is Easter really all about?
- Is the world a fair place?

Geography/History

- Name and locate the world's 7 continents and 5 oceans
- Weather patterns linked to the location of the equator and North and South Poles
- Use of world maps, atlases and globes
- Shackleton's expedition to The South Pole

Art and DT

- To explore art from different cultures around the world.
- To design , make and evaluate a range of projects eg. boat, bridge
- To develop basic art skills— colour mixing, line making,
- observational drawing.

English

- Design a Wild Thing and describe using adjectives
- Write about a setting using descriptive words and phrases
- Superlatives, comparatives, adverbs
- Wild Thing comprehension activities
- Wild Thing story telling followed by creating our own Wild Thing Story.
- Using positional words and sentence starters in writing
- Writing using full stops and capital letters
- Using punctuation such as question marks, exclamation marks, contractions, apostrophe
- Writing captions about pictures
- Letter in role as if Earnest Shackleton
- Comprehension activities in guided reading
- Spelling patterns and rules

Maths

- Fractions—halves and quarters of shapes and numbers.
- Counting in sequences - 1,2,5 and 10.
- Recognise and order numbers to at least hundred.
- Adding three single digits mentally
- Time - analogue
- Addition and Subtraction - Partitioning and re-combining. Mental strategies
- Measures and weight
- Problem solving, reasoning, number puzzles and patterns
- Estimation
- Multiplication and division, starting to learn tables and using simple paper and pencil methods

Music

- Singing together controlling pitch and phrasing, campfire songs
- Use musical instruments as part of writing, role play and drama. Music garden