

YEAR TWO (2) Spring 4 – WHAT WILL YOUR CHILD LEARN THIS HALF TERM?



ENGLISH

How and why do characters change over time from the beginning to end of a story?

Reading

To answer questions about a variety of texts with a focus on retrieval, sequencing and inferencing.

Writing

- To identify the characteristics of good and bad characters.
- To use actions to show character's feelings and personalities.
- To track how characters change over the course of a story.
- To write a fantasy story.

RELIGIOUS EDUCATION

How should we care for others and the world, and why should it matter?

- To explain the importance of children in Christianity.
- To retell One of the parables Jesus told.

MATHEMATICS

Time

- To tell the time to o'clock, half past, quarter past, quarter to and the nearest 5 minutes.
- To know how hours, minutes and seconds relate to each other.
- To identify the start and end of an event.
- To order lengths of time. Worded Problems
- To use efficient strategies to solve addition and subtraction worded problems.
- To use efficient strategies to solve multiplication and division worded problems.

PSHRE

Relationships

- To identify family relationships.
- To identify acceptable physical contact.
- To identify causes of conflict in friendships.
- T Ko identify when to keep a secret and when not to.
- To know who my trusted adults are.

SCIENCE

Why are plants important for humans to survive and thrive?

- To know the parts of the plant and understand their function.
- To know what plants need to stay healthy.
- To know the life cycle of a flowering plant.
- To compare plants from different habitats.
- To compare plants from different climates.

ART AND DESIGN

Art

- To compare and contrast a range of self-portraits.
- To explore making a variety of Marks and lines.
- To make a detailed observation of drawing.
- To draw a face.
- To create a self-portrait sketch.

GEOGRAPHY

What do you learn when you sail around the world?

- To ask graphical questions about three places?
- To compare cities Towns and villages.
- To compare cities around the world.
- To compare towns around the world.
- To compare villages around the world.

PHYSICAL EDUCATION

Outdoor

- To understand attacking techniques in a game.
- To understand defending techniques in a game.
- To apply attacking and defending techniques in a game.
- To know how to transition from attack to defence in a game.
 - Indoor
- To learn effective jumping techniques.
- To apply jumping to a game.
- To explore jumping combinations.

Music – To listen and respond to music and songs. Computing – To use digital media to create art in different styles.