Studlands Rise First School – Year 2 Overview – Autumn Term

Literacy
Traditional Tales – Fairy Tales
Recounts
Explanation
Vocabulary Building – poetry
Calligrams
Take One Book

Maths
Number and place value
Addition and subtraction
Multiplication and division
Geometry
Measure
Fractions
Statistics

History
Florence Nightingale
- Learning about the lives of significant individuals in the past who have contributed to national and international achievements.
- Comparing aspects of life in different periods.

Art
African art
- Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.
- Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
- Learn about the work of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines and making links to their own work.

D & T
Joseph's Coat
- Design purposeful, functional, appealing products for themselves and other users based on design criteria.
- Generate, develop, model and communicate their ideas through talking, drawing, templates and mock-ups.
- Select from and use a range of tools and equipment.
- Select from and use a wide range of materials and components, including textiles.
- Explore and evaluate a range of existing products.
- Evaluate their ideas and products against design criteria.

Geography
Africa
- Understand geographical similarities and differences through studying the human and physical geography of a small area of the UK, and a small area in a contrasting non-European country.
- Identify seasonal and daily weather patterns in the UK and the location of hot areas of the world in relation to the Equator.
- Use basic geographical vocabulary to refer to key physical and human features.
- Use world maps, atlases and globes.

Science
Living, Dead, Never Alive
- Identifying and classifying
- Explore and compare the differences between things that are living, dead and things that have never been alive.

Habitats
- Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other.
- Identify and name a variety of plants and animals in their habitats, including microhabitats.
- Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food.

ICT
Programmable devices (Beebot/Roamer)
- Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.
- Create and debug simple programs.
- Use logical reasoning to predict the behavior of simple programs.

E-Safety
- Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about material on the internet and other oline technologies.

RE
Signs and Symbols
- Recognise some religious symbols and use some religious vocabulary correctly.
- Express their own experiences and feelings recognising what is important in their own lives.

Christmas
- Recount elements of religious stories.
- In relation to matters of right and wrong, express what is of value and concern to themselves and others.

Music
Music Express
Musical Boost Days
- Use their voices expressively and creatively by singing songs and speaking chants and rhymes.
- Play untuned instruments musically.
- Listen with concentration and understanding to a range of high-quality recorded music.
- Experiment with, create, select and combine sounds using the interrelated dimensions of music.

PSHCE
New Beginnings
Say no to Bullying
Getting on and Falling Out

PE
Dance
- Perform dances using simple movement patterns.

Gymnastics
- Develop balance, agility and coordination and begin to apply these in a range of activities.

Games
Participate in team games, developing simple tactics for attacking and defending.