

PSHE / SEAL

- Create and follow whole class rules and consequences.
- 'Celebrating Differences'.
- Being me in my world.

Computing

- Learn about e-safety and rules.
- Begin coding simple programs using algorithms and reasoning.

Art & D.T

- Develop drawing and painting skills through Hokusai's painting 'The Great Wave'.
- Create a variety of products whilst securing skills in cutting, assembling and joining, and using mechanisms for moving parts (make a Seaside Box and a moving card).
- Use drawing and computing skills to develop and share their imagination.

Mathematics

- Develop an understanding of place value using practical resources.
- Recall all number bonds to and within 20.
- Add and subtract using practical resources.
- Recall multiplication and division facts for the 2, 5 and 10 times tables.
- Recognise the inverse relationship between addition and subtraction.
- Solve word problems and investigations.
- Learn about time and associated vocabulary e.g. seconds, later, o'clock.
- Understand different types of measures including length, weight and volume.
- Identify and describe the properties of 2d and 3d shapes.
- Explore fractions of shape.

Science

- Find out and describe the basic needs of animals, including humans.
- Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain.
- Identify that most living things live in habitats to which they are suited.
- To carry out investigations through observing, predicting, classifying and recording results.

History

- Identify significant historical events and people in the local area (Old Crocks Race 1.11.20).
- Investigate how places change over time.

Year Two – Autumn Term 2020



The Seaside and Amazing Animals

English

- Write simple, factual sentences about their class animal.
- Develop an understanding of word classes (nouns / adjectives / verbs / conjunctions etc.)
- Learn about the features of information texts in order to write about the seaside and class animal.
- Respond to and adapt narrative stories.
- Write simple effective instructions.
- Write about real events such as our Seaside Day.
- Continue to use Letters and Sounds when reading and spelling unfamiliar words.

Music

- Learn a range of songs linked to the seaside, class animals and celebration/festivals.
- Develop an understanding of pitch, rhythm and pulse.

Geography

- Learn, explore and identify the physical and human features of the seaside and the coast.
- Name, locate and identify the characteristics of the four countries of the United Kingdom and its surrounding seas.
- Identify seasonal and daily weather patterns in the United Kingdom.
- To explore a variety of habitats and their features.

P.E

- Master basic movements and skills such as throwing, catching, balancing and coordination.
- Challenge themselves and coach others.
- Participate in team games, developing simple tactics for attacking and defending.
- Perform dances using simple movement patterns.

R.E

- Recall what the Christmas story tells Christians about Jesus and understand why Christians call Jesus 'Saviour'.
- Know why a church is important to Christians.

Events and Trips

- Seaside Day including Punch and Judy
- Anti-Bullying Week and Road-Safety Week.