

PSHE / SEAL

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

Computing

- Learn about e-safety rules.
- Code simple programs using algorithms and reasoning.
- Create a fact sheet.

English

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

Mathematics

- Develop an understanding of place value using practical resources.
- Compare, estimate and order numbers.
- Recall all number bonds to and within 20.
- Add and subtract using practical resources, and solve problems.
- Recognise and use the inverse relationship between addition and subtraction.
- Interpret simple pictograms, tally charts, block diagrams and simple tables.
- Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward
- Multiply numbers and solve problems using the equal groups strategy.
- Understand that addition and multiplication is commutative (can be done in any order).

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 and how they are adapted to suit it.
- To carry out investigations through observing, predicting, classifying and recording results.

Year Two – Autumn Term 2023



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.

The Seaside and Amazing Animals

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.
- To develop sculpture and modelling skills (clay animal).

Music

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

History

- Identify significant historical events and people in the local area (i.e Horley car).
- To identify similarities and differences between time periods.
- Investigate how places change over time.

Events and Trips

- Seaside Day including Punch and Judy.
- Anti-Bullying Week and Road-Safety Week.
- Visit the local park for Geography and Science.

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.
- Perform dances using simple movement patterns.

R.E

- What is God like for Christians?
- Why is giving important to Christians?