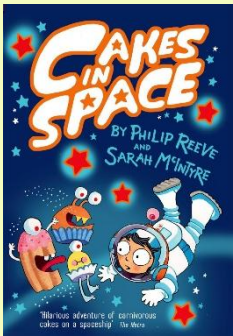
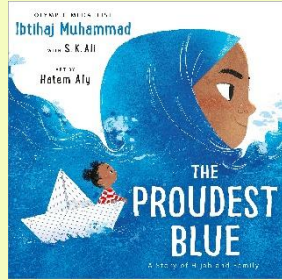
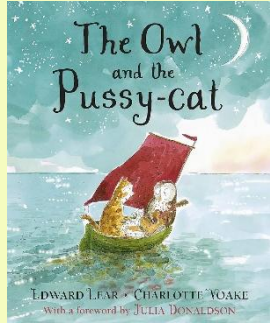




Year 2 Curriculum – Spring 1



Our Primary Texts



DEAR Texts

Spellings



- Words spelt with "y" instead of "i"
- Contracted words
- Words ending in "le"
- Adding suffixes to words ending in "e"
- The spelling string "ey"
- "wr" words where "w" is silent

Grammar Coverage –

- Commas in lists
- Present tense
- Alliteration
- Revising expanded noun phrases
- Co-ordinating/ subordinating conjunctions
- Questions

Writing

Purpose – I can write an island description.

I can write a colour poem.



Science



Plants (Light & Dark)

I can explore plants.

I know the parts of a plant.

I can describe what plants need to grow.

I can plan and investigate how light and dark can affect plant growth.

Geography



Continents & Seas

I can use globes and satellite images to find out about Earth.

I can locate 7 continents on a map.

I can recognise that mountains are physical features.

I can label the features of a river.

I can locate where I live using an atlas.

Maths



- Count in £ and p.
- Make amounts of money with different notes and coins.
- Compare amounts
- Calculate with money
- Find complements to £1.

- Find change
- Solve two-step problems.
- Recognise and make equal groups.
- Add equal groups
- Use the x symbol to write number sentences.

Art

The work of...



Sol LeWitt

(sculpture focus)



PSHE – Safety & the Changing Body

- Understand how the internet can help us.
- Understand the difference between a secret and a surprise.
- Name parts of the body including private parts
- Know the PANTS rule
- Know how to keep safe on roads.



Music

On this Island

- Use different pitches whilst singing.
- Perform actions that match lyrics.
- Use sound creatively to represent a chosen environment.

RE



1.9 Who is a Hindu and how do they live?

1.8 What does it mean to belong to a faith community?

Physical Education



PE will take place on **Tuesday** and **Wednesday**.

This term we will be covering Dance & Dodgeball.

Computing



This term's focus is **Coding**

- To know a set of instructions is an algorithm.
- To assign an event with two objects.
- To program a sequence of instructions.

No Forest Schools this term!



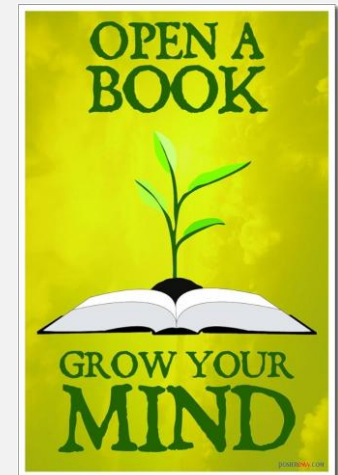
Work with your child to learn the tricky words from the Year 2 spelling list.

Things you can do at home

Practise your NUMBOTS!



Read for pleasure:



Dojo

Check Dojo for messages and insight into what we are up to.

