

Science

- To observe and describe how seeds grow into mature plants.
- To find out and describe how plants need water, light and a suitable temperature to grow and stay healthy.
- To explain a life cycle of a plant.
- To understand conditions needed for plants and animals to survive.

Maths

- Measuring in cm/mm
- Comparing longest/shortest/same length
- Weighing kg & grams.
- Reading scales
- Data - Pictograms, tallys, block graphs
- Arithmetic

RE/PSHE

Big Question: If you can't beat them, join them. What does this mean?

Belonging:

- Do you agree with this statement?
- What groups do you belong to?

Christmas

Big Question: Is it better to give or receive?

- Jesse tree- all the symbols of advent on a tree.
- Puddles and the Christmas play

The nativity by Shirley Hughes.

Music

- To experience and learn how to apply key musical concepts/elements, eg finding a pulse, clapping a rhythm, use of pitch.
- To work together in a band/ensemble.-
- To sing in tune.

Topic - On the move Year 2



English

Munch and the Funny Tummy & The Journey.

- Participate in presentations & performances including role play
- Gain & maintain interests of listeners
- Lists
- Predictions
- Descriptive writing

PE

- To participate in team games, following the rules correctly.
- To continue developing aiming and catching.
- To link movements together in a sequence with a partner.

Computing

- To program a device by thinking logically.
- To solve problems by debugging.
- To understand that programs execute by following precise and unambiguous instructions.
- To describe common uses of information technology beyond school.
- To work collaboratively in a group.
- To use technology safely and respectfully.

D&T

- To create a drawing of an idea and detailed templates of a design.
- To design a functional produce based on a design criteria.
- To explore and use mechanisms, e.g. levers, wheels, axles.
- To select and use a wide range of materials and components.
- To say how a design and produce met the given design criteria and suggest ways to improve the produce.
- To evaluate their ideas and products against design criteria

