Autumn Term 2024

This term Year 2 children will be learning about:

	AUTUMN 1 – We Love Stories	AUTUMN 2 – India
ENGLISH	 Texts: The Colour Monster & Traditional Tales – Rapunzel (Alternative Stories) Poetry linked to Harvest Writing outcomes include: Shared Writing Character description Writing in role Explanatory writing Bookmaking Using correct punctuation Spelling all Year 1 Common Exception words correctly in writing Forming all lower and upper case letters correctly 	 Reading and analysing two Power of Reading texts that we are keeping as a surprise! Writing outcomes include: Character descriptions Letter writing Sequence sentences from short narratives A longer narrative-story Comparing UK and non-European city/village Using correct punctuation including question marks Use a range of conjunctions like 'and' 'or' and 'but' Spelling some Year 2 Common Exception Words
MATHS	 Place Value including: Counting to 100 Recognising tens and ones Using a place value chart Partitioning numbers to 100 Counting in 10s Using the 100 chart Addition and Subtraction including: Number bonds and fact families Adding and subtracting 1 or 10 to/ from any number Adding three 1-digit numbers Add and subtract to the next 10 and crossing 10s Adding and subtracting a 1-digit number to a 2-digit number 	 Addition and Subtraction Adding two 2-digit numbers (not crossing, then crossing 10s) Subtracting two 2-digit numbers (not crossing, then crossing 10s) Problem solving Shape Recognising 2D and 3D shapes Count sides and vertices of 2D shapes Identify lines of symmetry in 2D shapes Count faces, edges and vertices of 3D shapes Sort 3D shapes Make patterns with shapes

SCIENCE	 Understand that animals, including humans, have offspring which grow into adults and use the vocabulary reproduce Describe the basic needs of animals, including humans, for survival (water, food and air) Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene 	 Properties Of Materials identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses describe how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching know that squashing, bending, twisting and stretching are examples of forces Test and evaluate materials perform simple tests use observations and ideas to suggest answers to questions gather and record data to help in answering questions
GEOGRAPHY	 Recap on the UK (countries, capitals and surrounding seas) and the countries where members of the class come from Aerial Maps and Photos, walk to the museum. 	 Devise a simple map; and use and construct basic symbols in a key when studying their school and surrounding areas. Use simple fieldwork in the local area/close proximity to the school e.g. the road, park, river and shops. Identify human and physical features
HISTORY	Black History Month – 1 st – 31 st October Know about the lives of significant individuals in the past who have contributed to national and international achievements	 Guy Fawkes & Remembrance Day Know about the lives of significant individuals in the past who have contributed to national and international achievements Toys of the Past: Study changes within living memory to reveal aspects of change in national life by comparing toys of today to toys of past
COMPUTING	Technology around us List different uses of information technology Recognise how to use information technology responsibly	Robot Algorithms • Follow instructions given by someone else • Give clear and unambiguous instructions



Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space Use line and tone to represent objects Control the range of marks and lines made when drawing and representing shape Represent things observed, remembered or imagined using colour Monster Puppets/Rapuzel tower/Make a toy for a baby Use knowledge of existing products to help come up with ideas Begin to develop their design ideas through discussion, observation, drawing and modelling Say what products they design and make Say how their products will work and how they are intended for users Select from a range of tools, materials and components according to their characteristics and explain their choices Begin to accurately assemble, join and combine materials and components. Understand how freestanding structures can be made stronger, stiffer and more stable Use the correct technical vocabulary for projects Use line and tone to represent objects Use knowledge of existing products to help come up with ideas. Use knowledge of existing products to help come up with ideas. Segin to develop their design ideas through discussion, observation, drawing and modelling. Say what products they design and make. Plan by suggesting what to do next. Select from a range of tools, materials and components according to their characteristics and explain their choices. Begin to accurately assemble, join and combine materials and components. Understand how freestanding structures can be made stronger, stiffer and more stable Use the correct technical vocabulary for projects		beat	Composing
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Open files, edit documents/ images and save them Pal salgorithms for different parts of a task Drawing and Painting: colour mixing/water colours Open files, edit documents/ images of a task Drawing and Painting: watercolour Open files, edit documents/ images and save them Paln algorithms for different parts of a task Drawing and Painting: watercolour Use line and tone to represent objects Open files, edit documents in the program outcome Paln algorithms for different parts of a task Drawing and Painting: watercolour Use drawing and painting: watercolour Use line and tone to represent objects Use line and tone to represent objects Use colour to express moods and feelings Control the range of marks and lines made when drawing and representing shape Use knowledge of existing products to help come up with ideas. Use knowledge of existing products to help come up with ideas. Use knowledge of existing products to help come up with ideas. Use knowledge of existing products to help come up with ideas. Say hat products they design and make. Say how their products will work and how they are intended for users Select from a range of tools, materials and components according to their characteristics and explain their choices. Begin to accurately assemble, join and combine materials and components. Understand how freestanding structures can be made stronger, stiffer and more stable Use the correct technical vocabulary for projects	MUSIC	Listening	Using their voices
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 Open files, edit documents/ images and save them Compare my prediction to the program outcome Follow a sequence and predict the outcome of a sequence Test and debug each part of the program Plan algorithms for different parts of a task Drawing and Painting: colour mixing/water colours Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space Use line and tone to represent objects Control the range of marks and lines made when drawing and representing shape Represent things observed, remembered or imagined using colour Compare my prediction to the program outcome Follow a sequence and predict the outcome of a sequence Test and debug each part of the program Drawing and Painting: watercolour Use drawing and painting to develop and share their ideas, experiences and imagination Use line and tone to represent objects Use colour to express moods and feelings Control the range of marks and lines made when drawing and representing shape 	TECHNOLOGY	Use knowledge of existing products to help come up with	Use knowledge of existing products to help come up with ideas.
	ART	 Drawing and Painting: colour mixing/water colours Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space Use line and tone to represent objects Control the range of marks and lines made when drawing and representing shape Represent things observed, remembered or imagined using colour 	 Follow a sequence and predict the outcome of a sequence Test and debug each part of the program Plan algorithms for different parts of a task Drawing and Painting: watercolour Use drawing and painting to develop and share their ideas, experiences and imagination Use line and tone to represent objects Use colour to express moods and feelings Control the range of marks and lines made when drawing and representing shape



	Recognise and respond through movement/dance to the	Add sound effects to a story
	different musical characteristics and identify and name them Appraising	 Choose musical sound effects to follow a story line or match a picture Use graphics/symbols to portray the sounds they have made
	 Begin to use musical terms (louder/quieter, faster/slower, higher/lower) Begin to articulate how changes in speed, pitch and dynamics effect the mood Using Instruments 	 Sequence these symbols to make a simple structure (score) Compose own sequence of sounds without help and perform Respond to music through dance
PE	 Multi Skills move in a variety of ways in and out of cones and obstacles sprint and run in different directions skip without a rope jump for height throw a bean bag into a given target dribble a ball in and out of set of obstacles Gymnastics perform an individual and paired counter balance and counter tension balance and hold for 5 seconds balance on one foot be able to balance on a piece of apparatus side roll, line walk and bench walk 	 Dance Move to a selection of beats Link a short series of dance sequences together Understand dance language
PSHE	Citizenship – Rights, Rules and Responsibilities How do rules and conventions help me to feel happy & safe? How do I take part in making rules? Who looks after me and what are their responsibilities? What jobs and responsibilities do I have in school and at home? Can I listen to other people, share my views and take turns? Can I take part in discussions and decisions in class?	 Healthy and Safer Lifestyles – Personal Safety Can I identify different feelings and tell others how I feel? Which school/classroom rules are about helping people to feel safe? How do I know which adults and friends I can trust? Who could I talk with if I have a worry or need to ask for help? What could I do if a friend or someone in my family isn't kind to me?



	 Myself and My Relationships – Anti-Bullying Why might people fall out with their friends? Can I describe what bullying is? Do I understand some of the reasons people bully others? Why is bullying never acceptable or respectful? How might people feel if they are being bullied? Who can I talk to if I have worries about friendship difficulties or bullying? Do I know what to do if I think someone is being bullied? 	 Can I identify private body parts and say 'no' to unwanted touch? What could I do if I feel worried about a secret? What could I do if something worries or upsets me when I am online?
RE	Christianity & New Testament StoriesWhat can we learn from the stories Jesus told?	Christianity • Why is Christmas important to Christians?
Other	 Parent Café (13th October) Harvest Festival 	 Remembrance Day Anti Bullying Week Christmas Concert