Autumn Term 2025

This term Year 2 children will be learning about:

	AUTUMN 1 – We Love Stories	AUTUMN 2 – Titanic
ENGLISH	 Texts: Jack and the Baked Beanstalk Poetry linked to Harvest Writing outcomes include: Shared Writing Character description Writing in role Explanatory writing Bookmaking Using adjectives to describe Correctly punctuating sentences and using a variety of punctuation including exclamation marks, speech marks, commas and question marks Spelling all Year 1 Common Exception words correctly in writing Forming all lower and upper case letters correctly 	 Texts: My Best Friend on the Titanic Writing outcomes include: Diary entries Letter writing Sequence sentences from short narratives Comparing UK and non-European city/village Correctly punctuating sentences and using a variety of punctuation including exclamation marks, speech marks, commas and question marks. Use a range of conjunctions like 'and' 'or' and 'but' Spelling some Year 2 Common Exception Words Poetry – Christmas poems
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 	 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



	 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 	 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, including making Titanic models. 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, capital cities and surrounding names of seas) and the countries where members of the class come from. Using aerial maps and photos 	 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		 Guy Fawkes & Remembrance Day Know about the lives of significant individuals in the past who have contributed to national and international achievements.
		 Titanic Knowing years and dates related to titanic Sequencing the events of the titanic Where was titanic built? Where did it travel to and from?
COMPUTING	 List different uses of information technology Recognise how to use information technology responsibly Say how those rules/guides can help me Open files, edit documents/ images and save them Scratch Using the programming software Scratch Jnr https://scratch.mit.edu/ (website) Being able to understand the difference between an algorithm and programming. Programming a sequence of events using coding language (motion, sounds, events, control) 	 Robot Algorithms Follow instructions given by someone else Give clear and unambiguous instructions Use an algorithm to program a sequence 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
ART	Drawing and Painting: colour mixing/water colours • Cubism – Pablo Picasso	Drawing and Painting: watercolour Use drawing and painting to develop and share their ideas, experiences and imagination Use line and tone to represent objects



	 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 	 Use colour to express moods and feelings Control the range of marks and lines made when drawing and representing shape Making clay decorations
DESIGN	Making Beanstalks	Design and make instruments / titanic models
TECHNOLOGY	 Talking about how objects are made Begin to develop their design ideas through discussion, observation, drawing and modelling 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 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. 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 measure, mark out, cut and shape a range of materials and components. Begin to accurately assemble, join and combine materials and components. Understand the working characteristics of materials and components.
MUSIC	Listening	Using their voices
	 Listen to a piece of music and move in time to its steady beat Recognise and respond through movement/dance to the different musical characteristics and identify and name them 	 Christmas Performance Composing Add sound effects to a story Choose musical sound effects to follow a story line or match a picture



	 Appraising 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 	 Use graphics/symbols to portray the sounds they have made 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 balance on one foot be able to balance on a piece of apparatus side roll, line walk and bench walk 	 Gymnastics perform an individual and paired counter balance and counter tension balance and hold for 5 seconds Dance move to a selection of beats link a short series of dance sequences together understand dance language
PSHE	Families and friendships Making friends, feeling lonely and getting help Safe relationships Managing secrets; resisting pressure and getting help.	Safe Relationships Recognising hurtful behaviour Respecting ourselves and others Recognising things in common and differences; playing and working cooperatively; sharing opinions
RE	 Christianity & New Testament Stories Who made the world? (creation stories & secular/worldviews) 	 Why is Christmas important to Christians? How is Christmas celebrated in the UK including non-Christians?



Other	Reading café	Remembrance Day
	Harvest Festival	Anti Bullying Week (10 th -14 th November)
		Christmas Concert