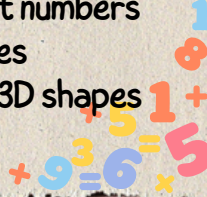


Autumn One in Year 2

Maths

We will be learning to :

- Read and write numbers to 100.
- Count in steps of 2, 3 and 5
- Use number lines and other representations to identify numbers
- Partition numbers into 1's and 10's
- Bonds to 10, 20 & 100
- Add / Subtract two 2-digit numbers
- Recognise 2D and 3D shapes
- Count faces and edges of 3D shapes



English

- Create a friendship narrative & an underwater explorer's log.
- Use the suffix -er and -est
- Use coordination such as **so**, **or** and **but**.
- Think about the correct use of present and past tense
- Use full stops, capital letters, question marks and exclamation marks to demarcate sentences.



We are reading...



Science

- Identify and name common plants, trees, flowers and parts of a plant.
- Explore how plants grow and what they need to stay healthy.
- Observe and compare different plants, recording simple findings.



Art

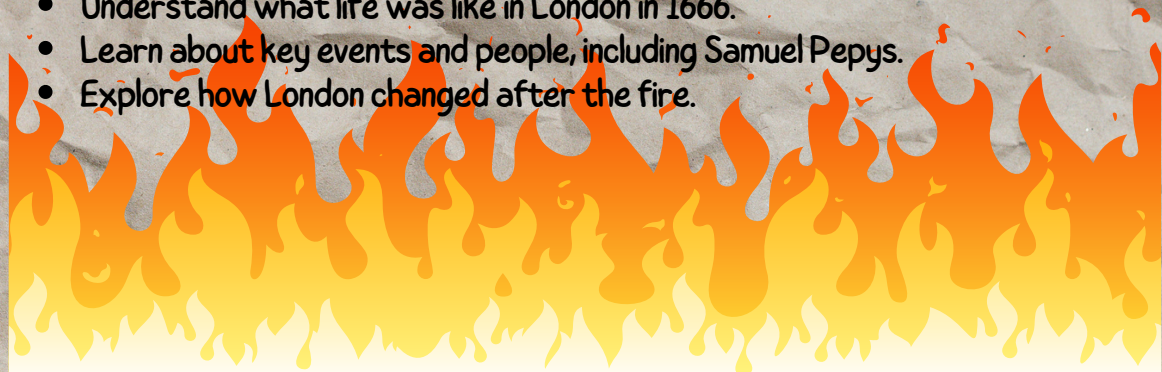
- Explore shape, line, pattern and texture in artwork.
- Combine shapes and lines to create recognisable drawings.
- Use shading and pressure to show light, dark and texture.
- Develop composition and proportion by arranging objects carefully.
- Explore artists and discuss how art can show feelings and ideas.



History

We will be:

- Learn when and where the Great Fire of London happened.
- Explore how and why the fire started and spread.
- Understand what life was like in London in 1666.
- Learn about key events and people, including Samuel Pepys.
- Explore how London changed after the fire.



PSHCE

- Understand healthy habits including sleep, exercise, healthy eating, hydration and dental care.

Stay healthy

Music

- We will perform and enjoy the Harvest Samba, keeping a steady beat and following simple rhythms

* SAMBA *

Homework

Please listen to your child read 3+ times per week. reading records will be checked every day.

Spelling will be sent home each Monday.



PE

Our units will be:

Net and wall games
Invasion games



RE

- Explore stories from the Bible and identify key characters, events and messages.
- Discuss what the stories teach Christians about God, faith and how to live.



DT



- Design and make a moving monster using linkages to create movement.
- Test and improve the linkage mechanism to make the monster move effectively.