

	YEAR: 2	TERM: SPRING 1	
ART & DESIGN: Can Buildings Speak? - To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination. - To use a range of materials creatively to design and make products.	MATHS: - To compare numbers using $<$, $>$ and $=$. - To identify, represent and estimate numbers using no lines. - To show communicative nature of addition. - To add three numbers. - To use mathematical vocabulary to describe position, direction and movement. - To identify lines of symmetry. - To measure and compare mass. - To identify 2D shapes on the surface of 3D shapes. - To recognise, name and write fractions of shapes and quantities.	GEOGRAPHY: An Island Home - Understanding geographical similarities and differences through studying the human and physical geography of a small area of the UK (<i>Island of Coll, Scotland</i>). - Use basic geographical vocabulary. - Use simple compass directions. - To describe the location of features and routes on a map.	
PSHE: Feelings – Understanding the behaviour of others. - To know how to co-operate with others, including making compromises. - To understand that other people have differences and similarities to ourselves. - Weekly Mindfulness and movement sessions.	ENGLISH: - Explanation texts and features of non-fiction texts (science link). - Being introduced to non-fiction books that are structured in different ways. - To write for different purposes. - To learn how to use sentences with different forms. - To use past and present tense correctly and consistently. - To start using the strokes needed to join letters.	DESIGN & TECHNOLOGY: None this half term.	
PHYSICAL EDUCATION: Dance and Gymnastics. - To perform dances using simple movement patterns. - To understand that other people have differences and similarities to ourselves. - Weekly sports sessions with sports coach	TOPIC/THEME: How We Live	MUSIC: Music Express - To play tuned and untuned instruments. - Weekly lessons with music specialist music teacher	
COMPUTING: Fix it and find it – Algorithms - To use technology to retrieve digital content. - To create and store digital content. - To use reasoning to predict behaviour of simple programs (<i>Beebots, online logo</i>).	SCIENCE: Materials To know animals, including humans, have offspring which grow into adults, examples to include chicken, butterfly and frog.	RELIGIOUS EDUCATION: Special Books. To understand why some books and stories are special, especially to people of Christian and Jewish faith.	
TOWARDS SUCCESSFUL LEARNING: How to work with others to create a successful learning environment (<i>PHSE links</i>).			
HOMEWORK: Daily reading, phonics and high frequency word for reading and spellings, maths challenges and some topic research.			