



Autumn 1 - Year 2 Into the Woods

RE - Creation and Covenant

- Learn about the story of Noah and his covenant with God.
- Understand that the sacrament of Baptism is a covenant of Faith.
- Know we are responsible for taking care of the world God created.

English Reading

- Begin to develop fluency and where appropriate develop comprehension skills.

Phonics

- Speed sounds sessions (RWI) recapping the sounds in small groups according to their previous assessments.

Writing

- Consolidating Year 1 sentence writing skills and punctuation to demarcate sentences with full stops and question marks.
- Look at sentence structure in Little Red Riding Hood, including exclamation marks and exclamatory sentences.

Science - Living Things and their Habitats

- Explore and compare the differences between things that are living, dead, and things that have never been alive
- Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants and how they depend on each other
- Identify and name a variety of plants and animals in their habitats, including microhabitats
- Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food

Maths - Number and Place Value

- Counting in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward.
- Recognising the place value of each digit in a two-digit number (tens, ones).
- Identifying, showing and estimating numbers using different representations, including the number line.
- Reading and writing numbers to at least 100 in numerals and in words. comparing and ordering numbers from 0 up to 100; using <, > and = signs.
- We will also be applying these skills to problem solving supported by concrete and pictorial resources.

PSHE/RSE - Being me in my world

- To be able to identify some hopes and fears for the year.
- To listen to other people and contribute our own ideas about rewards and consequences
- Recognise the choices we make and understand the consequences

Computing

- Identify information technology in our daily lives
- Explain how we use IT in our daily lives
- Making sure we keep our passwords safe.

Geography- Local area (Tolworth)

- Using simple compass directions (North, South, East and West) and locational and directional language [for example, near and far; left and right], to describe the location of features and routes on a map.
- Identify physical and human features of our local area.

History - Why do we wear poppies to remember?

- Explore the local War memorial and investigate the history behind it.
- Understand what we remember on Remembrance Day
- Identify some of the symbols and traditions used to mark the day.

Music

- Understand what timbre means and identify percussion instruments by their sound.
- Improvise using question and answer phrases on untuned instruments.

PE

- **Outdoor PE, Football:** Learn kicking, dribbling, passing and attacking/defending.
- **Indoor PE: Dance:** Clap along and dance in time to music to improve coordination and build a sense of rhythm.

Art - Drawing

- Exploring the work of Anthony Browne to include drawing skills and exploring tone and texture.

DT - Puppets

- To know the design criteria has a user in mind
- To know how puppets work and the materials they are made from

Half Term Project Ideas

Woodland Walk

Draw the woodland habitat that Red Riding Hood walks through in the story.

You could....

- Draw
- Make a 3D shoebox scene
- Paint a picture



Magical Forest

Create your own magical woodland habitat.

It must contain:

- 3 plants
- 3 animals
- 2 minibeasts
- Water
- Shelter



Grandma's Garden

Design a garden for Red Riding Hood's Grandma.

Things you could include:

- plants
- flowers
- insects
- birds
- a pond
- trees

Minibeast Hunt

Go on a minibeast hunt in your local area (garden/park)

Draw or write the different minibeasts you find.

Could you make a tally chart?

Habitat Fact File

Create a fact file about your favourite habitat.

Answer these questions:

- What is the name of your habitat?
- What animals lives there?
- Why is it a good habitat?
- What food can animals find?