Autumn 2 - Year 2
Remember, Remember!

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

- Develop descriptive writing skills, focusing on settings and weather. Focus book will be Storm by Sam Usher.
- Use expanded noun phrases to add detail to sentences.
- Use commas in a list, past tense and subordinating conjunctions.
- Develop vocabulary linked to autumn, storms and changing weather.

Maths

Addition and Subtraction

- To add and subtract crossing 10 and learning to exchange
- To complete mixed addition and subtraction number sentences
- To complete complete missing number problems

Geometry

- Identify standard and non-standard shapes in various orientations.
- Understand 2-D shapes- Counting sides and corners (vertices).
- Understand 3-D shapes- Counting edges, faces, and vertices.
- Sort shapes based on shared properties.
- Identify lines of symmetry in 2-D shapes.
- Make repeating patterns using 2-D and 3-D shapes.

RE - Prophecy and Promise:

- We will be learning about the promises and prophecies in the Bible and how they build our faith.
- As Christmas draws closer, we will learn about how this time of year allows us to reflect and deepen our relationship with God.

Science - Living Things and their Habitats

- To know that minibeasts and plants are living things that need food and reproduce.
- To know how a micro-habitat (like under a log or in damp leaf litter) provides for their basic needs.
- To know 1 minibeast and 1 plant from two contrasting micro-habitats and why each is suited to its home.

PSHE/RSE - Celebrating Difference

- Know there are stereotypes about boys and girls
- Know that it is OK not to conform to gender stereotypes
- Know it is good to be yourself
- Know that sometimes people get bullied because of difference
- Know the difference between right and wrong and the role that choice has to play in this
- Know that friends can be different and still be friends
- Know where to get help if being bullied
- Know the difference between a one-off incident and bullying

Computing- Multimedia
- To know that digital media can be presented and shared across different devices.
- I can use technology to organise, format, and present my ideas in different ways.
- I can save, open, and share my work using online tools on different devices.

Geography- Local area (Tolworth)
- To use 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.
- To Identify physical and human features of our local area.
- To explore the Hogsmill river.

History - Why do we wear poppies to remember?
- To understand what we remember on Remembrance Day
- To Identify some of the symbols and traditions used to mark the day.

Music- Nativity
- We will be rehearsing for our Christmas nativity and the children will have songs to learn at home. These will be posted on the Google Classroom.

Outdoor PE- Netball
- To learn and perform key passes, including the chest pass, bounce pass, and lob pass.
- To develop defensive skills, including marking the ball and tracking an opponent.
- To practice basic shooting technique and moving into space to receive a pass.

Indoor PE- Gymnastics
- To explore traveling, balancing, and rolling at different levels and speeds.
- To perform simple sequences safely using floor space and indoor apparatus.
- To develop body control, flexibility, and core strength through shapes and balances.

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.

Autumn 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



Grandma's Garden
Design a garden for Red Riding Hood's Grandma.

Things you could include:
- plants
- flowers
- insects
- birds
- a pond
- trees

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?

Magical Forest
Create your own magical woodland habitat.
It must contain:
- 3 plants
- 3 animals
- 2 minibeasts
- Water
- Shelter



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?