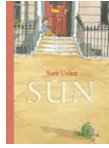
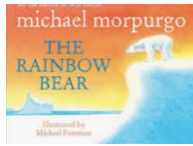


Year 2 Spring 2: Weird and Wonderful Weather

Books – Class Author – Emily Gravett



Writing Genre

Writing to entertain –

- character descriptions of winter king and summer queen.
- meerkat adventure story.



Writing to inform –

- Writing a postcard linked to the meerkat mail story.



Science –

Biology

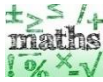
Plants

Plant and seed growth
Plant reproduction
Keeping plants healthy

- Know and explain how seeds and bulbs grow into plants
- Know what plants need in order to grow and stay healthy (water, light & suitable temperature)

Working Scientifically

- Classify or group things according to a given criteria, e.g. deciduous and coniferous trees.
- Use measures (within Year 2 mathematical limits) to help find out more about the investigations they are engaged with.
- Know how to set up a fair test and do so when finding out about how seeds grow best
- Draw conclusions from fair tests and explain what has been found out.



Seasonal focus:

- Use equipment such as thermometers and rain gauges to help observe changes to local environment as the year progresses.
- Use microscopes to find out more about small creatures and plants.

Geography – Seasons

Locational knowledge

- Know the names of and locate the seven continents of the world
- Know the names of and locate the five oceans of the world
- Know the name of and locate the four capital cities of England, Wales, Scotland and Northern Ireland

Art and Design

Use colour, pattern, texture, line, form, space and shape

- know how to mix paint to create all the secondary colours
- know how to create brown with paint
- know how to create tints with paint by adding white and know how to create tones with paint by adding black

Range of artists

- suggest how artists have used colour, pattern and shape.
- know how to create a piece of art in response to the work of another artist.

Discrete

Computing -

Computer Science

Understand what algorithms are; how they are implemented as programs on digital devices; and that programs

execute by following precise and unambiguous instructions

Create and debug simple programs

Use logical reasoning to predict the behaviour of simple programs

Music

Singing/Create own music/ Listening and appreciate/ Playing an instrument.

Charanga unit: Zootime
Unit theme: Reggae and animals

- Order sounds to create a beginning, middle and an end.
- Perform simple patterns and accompaniments
- keeping a steady pulse.
- Make connections between notations and musical sounds.
- Play simple rhythmic patterns on an instrument.

PE –

Units

Dance

Net and Wall

PSHE -

Living in the wider world

Belonging to a community

Belonging to a group; roles and responsibilities; being the same and different in the community.

Money and Work

What money is; needs and wants; looking after money.