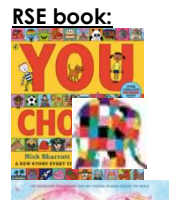
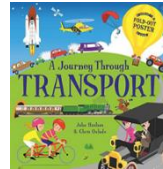
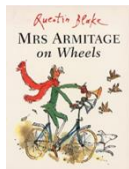
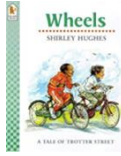
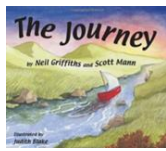


Year 2 Spring 2: Wheels, wings and other things!

Books – Class Author – Neil Griffiths and Scott Mann



Writing Genre

Writing to entertain –

- transport poems
- Descriptive piece of writing about Mrs Armitage's bike.
- Story about the journey of a boat.



Writing to inform –

- Recount – School Trip to the Runway visitor park
- Or if trip not to go ahead - Letter to Jason Kenny Olympic cyclist.



Science –

Chemistry

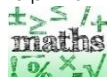
Everyday Materials

Compare the use of different materials
Compare movement on different surfaces

- Know why a material might or might not be used for a specific job.

Working Scientifically

- Classify or group things according to a given criteria, e.g. types of materials, properties of materials.
- Draw conclusions from fair tests and explain what has been found out.
- Use measures (within Year 2 mathematical limits) to help find out more about the investigations they are engaged with.
- Ask questions such as: why is a certain material used for a certain purpose?



History -

Lives of significant people

- Know about a famous person from outside the UK and explain why they are famous.

Local History

- Know how the local area is different to the way it used to be a long time ago.
- Differentiate between things that were here 100 years ago and things that were not (including buildings, tools, toys, etc.)

Design Technology - Wheels and Joining - Projects on a page

Making

- choose tools and materials and explain why they have chosen them
- join materials and components in different ways
- measure materials to use in a model or structure

Evaluating

- explain what went well with their work

Technical Knowledge

- make a model stronger and more stable
- use wheels and axles, when appropriate to do so.

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.

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

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.