Learning Outline
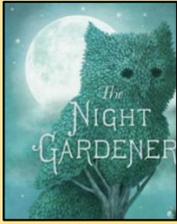
Year 2: Autumn Term 2024

English	**Key texts:** A River by Marc Martin The Night Gardener by The Fan Brothers **We will write:** Narratives Letters Diaries

	Writing: Composition objectives: • write narratives about personal experiences and those of others (real and fictional • plan or saying out loud what they are going to write about • write down ideas and/or key words, including new vocabulary • encapsulate what they want to say, sentence by sentence • evaluate their writing with the teacher and other pupils	**Writing: GPaS objectives:** • use subordination (using when, if, that, or because) and co-ordination (using or, and, or but) • Using apostrophes for the possessive (singular) • use expanded noun phrases to describe and specify • use sentences with different forms: statement, question, exclamation, command • learning how to use both familiar and new punctuation correctly (commas for lists, apostrophes for contracted forms) •
	Reading Comprehension objectives: • Identify and explain the sequence of events in texts • Make inferences from the text • Predict what might happen on the basis of what has been read so far • Discuss and clarify the meaning of words, linking new meanings to known vocabulary • • Identify / explain key aspects of fiction and non-fiction texts, such as characters, events, titles and information	**Spelling:** • Words where 'dge' makes a /j/ sound • Words where 'ge' makes a /j/ sound • Words where 'g' makes a /j/ sound • Words where 'c' makes a /s/ sound before 'e', 'i' and 'y' • Words where 'kn' and 'gn' make a /n/ sound at the beginning of words • Words where 'wr' makes a /r/ sound at the beginning of words • Words ending in 'le' • Words ending in 'el' • Words ending in 'al' • Words ending in 'il' • Challenge Words (Common Exception Words)

Maths	**Numbers to 100 (Place Value)** **Addition and Subtraction** **Properties of Shapes**
Science	**Uses of Everyday Materials** In our physics learning, children will identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses. They will also find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.
History	**What were the significant achievements of Walter Tull?** This term we will learn about some historically significant people who have had a major impact on the world. This then leads to study of a local significant person – Walter Tull. We will learn to use timelines, stories and historical sources to find out about the people featured and use historical models to explore their significance.
PE	**Fundamentals** **Gymnastics** **Ball Skills** **Sending and Receiving**

PSHE & Relationships education	**Me and My Relationships** Our ideal classroom Feelings Being a good friend Bullying **Valuing Difference** What makes us who we are? My special people How do we make others feel? Solve the problem
Art and Design	**Life in Colour (Painting and Mixed Media)** Developing colour mixing skills, learning about the work of artist Romare Bearden and creating textured papers using paint, children compose collages inspired by their exploration of colour and texture in the world around them.
Design and technology	**Fairground Wheel (mechanisms)** Design and create a functional fairground wheel, learning how different components fit together so that the wheel rotates and the structure stands freely. **Pouches (Textiles)** Learn how to sew a running stitch ready to design, make and decorate a pouch using a template.
Music	**Hands, Feet, Heart** South African styles **Ho Ho Ho** Christmas, Big Band, Motown, Elvis, Freedom Songs
RE	**Judaism:** Who is Jewish and how do they live? Learning about the Jewish celebration of Chanukah. **Christianity (Incarnation):** Why does Christmas matter to Christians?
Computing	**Information technology around us** Identifying IT and how its responsible use improves our world in school and beyond Children will investigate algorithms and use simple programmes/animations. **Digital photography** Capturing and changing digital photographs for different purposes.