

Year 2 Curriculum Information

Who Was Christopher Columbus?

Literacy

Key text: Traction Man Is Here

- Read class text together. Make predictions about what might happen, explore characters thoughts and actions through hot seating, express likes and dislikes.
- Understand character development. Make predictions based on an understanding of a character's personality.
- Write a description of a new villain for the story.
- Write simple explanations E.g how a trap will work / how to get from ___ to ___
- Use drama and freeze frames to explore stories in greater depth.
- Read contemporary poetry, analysing use of rhyme, rhythm, onomatopoeia and other poetic techniques.
- Write a poem and read / perform it for the class.

Non-Fiction Texts

- Look at how information is set out in non-fiction books. Write an information poster about an animal habitat or other element linked to our topic this term.
- Research information about Christopher Columbus and his life.

Reading

- **Read books at home three times each week and discuss what has been read.**
- Read at school individually, in groups and as a class; annotate text and pictures to show understanding, read passages to inform a drawing, gather information through research, follow simple instructions, infer information from the cover and character actions, make predictions based on what has already been read, comment on writers use of language and its effectiveness.

Numeracy

- **Know by heart and use multiplication and division facts for the 2, 3, 5 and 10 multiplication tables.**
- **Recognise the place value of each digit in a two digit number (tens and ones) and 3 digit number (hundreds, tens and ones).**
- **Know by heart: number bonds to 10, 20. quickly calculate bonds to 100. know halves and doubles to 20.**
- Use a range of written strategies to solve addition, subtraction, multiplication and division problems including remainders.
- **Share quantities using practical equipment. find a half, quarters, thirds fifths and tenths of values and shapes.**
- Solve problems involving money
- Tell the time using both digital and analogue formats: quarter to, quarter past, half past, 'o'clock progressing to time to the nearest 5 minutes.
- Investigate and solve problems that require use of the four key operations (add, subtract, multiply and divide)

Geography / History - Mapping Skills / Columbus

- Map Columbus' voyages, identifying oceans and continents.
- Use directional language and compass directions.
- Identify physical features of different lands / coasts.
- Learn about the life of Christopher Columbus and life on board his ships by using evidence and research.

Computing - Uses Beyond Our School

- Revise E-Safety and correct, safe use of equipment in school.
- Identify how computing is used in the world.
- Use computers to edit photos
- Use computers to create music
- Use branching databases to show food chains, use simulations to predict population changes if variables are altered.

PE - Gymnastics, Skipping and Hockey

- Develop balance and core strength through gymnastics.
- Develop coordination and ball skills through a focus on Hockey.
- Fitness - Introduce skipping warm ups and skipping skills.
- Outdoor-Adventurous: develop forest school skills. Learn to play team games that utilise the local environment.

Science - Materials and Adaptation

- Look at habitats and how they provide the essentials for survival. Create / design a habitat for a living thing eg woodlouse.
- Investigate properties of materials and use findings to solve problems. E.g. How could we keep our teachers cup of tea warmer for longer?

ART & DT - Me and My Shadow

- Study human form (link to PE lessons / PSHE).
- Understand how shadows add depth to pictures. Vary light / shape to play with shadows.
- Learn to draw a person with correct proportions.
- Study the work of Henri Moore / Giacometti.
- Use clay / modroc to make sculptures of the human form.
- Based on understanding of healthy eating (Science) design a healthy snack.

Music

- Learn songs about the sea eg A sailor went to sea.
- Play the recorder in time with music using the notes BAGC and D
- Appreciate music by Debussy, commenting on the use of instruments, volume and pitch.