

Year 2 Spring 2 Pupil Learning Map



English:

Children will read the story 'Billy and the Beast' and create their own beast. After, the children will write a story inspired by their beast. Also, children will write a recount based on an exciting trip.

Activities at home:

Research stories that include beasts.

Write a diary about an exciting day you have.

Physical Education:

In dance, children will learn different circus moves and work together to create a dance. Also, they will learn attack and defence skills through different games.

Activities at home:

Watch videos of a circus, what dance moves can you create?

Religious Education:

Children will learn about stories that are in the Bible and identify how Christians learn values from them. They will compare these values with other religions.

Activities at home:

Reflect on the values that are important in your religion. What examples can you give that shows how you follow them every day.

Mathematics: Multiplication and division

Children will make the connection between repeated addition and multiplication. They will use their knowledge of equal groups to support them in developing their understanding of division.

Activities at home:

Practise their 2's 5's and 10 times table.

Revise their number bonds of 10, 20 and 100

Consolidate their learning of addition and subtraction with and without exchange



Art and Design:

Children will design a moving monster toy using linkage and levers.

Activities at home:

Create a list of objects that have a moving mechanism in your home and explain why.

Computing:

Children will create illustrations for their own story and record themselves reading it in order to create an audio book to publish online. They will also play a computing focused game of charades and then create their own version

Activities at home:

Make your own board game on the computer.

Science:

Children explore Living things and their habitat.

Activities at home:

Write your own non chronological report about the habitat of an animal that lives in the sea or a rainforest.

Geography:

Children will explore coasts and different types of coast. They will learn about human and physical features of a coast.

Activities at home:

Visit the seaside with your family. Take pictures or draw the seaside and describe what you saw. How many physical and human features did you see?

Music:

Children will learn how music is composed and identify the pitch and how to change the pitch.

Activities at home:

Sing your favourite song or learn a song focusing on the pitch.



Educational Visit:

Southend on Sea

As well as your English and Mathematics homework, there are different activities you can complete that link to other units of learning. Choose some activities off this sheet and bring them in to show your class!



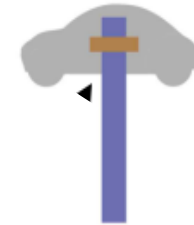
Times Tables Board Game

Create your own board game that tests your friends in their 2, 5 and 10 times tables. We could play this during wet play!



Beach creations

Create a picture that shows a beach setting. Try to use different resources to make it look 3D!



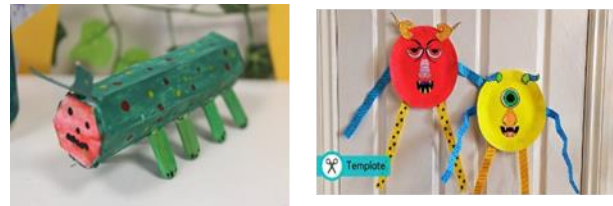
Moving mechanism

Create your own moving mechanism bookmark. How will your chosen feature move?



Diorama

Design and make your own habitat for an animal that lives in the ocean using everyday material



Design and create your own beast

Create your own beast using everyday materials and write a character description.



Compose some music!

Using everyday materials, create your own musical instrument then compose sounds to represent different seasons.

Yearly Curriculum Overview

Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Big Thinking	See Big thinking subject section within BG curriculum document for progression, teacher selects stimuli and themes					
English	Instruction How to put out a fire Text: books on Fire Safety	Diary Entry Text: The Disgusting Sandwich	Shakespeare Festival Storm setting Text: The Tempest	Narrative Short Story Text: Billy and the Beast	Biography on famous figures Biography on famous figures Text: biographies and information books on famous figures	Narrative Traditional stories on Dragons Text: Tell Me a Dragon/ George and the Dragon
	Character Description Text: Man on the Moon	Non-chronological report on endangered animals Text: The journey home (fiction) and non-fiction		Recount Links made with Wider Curriculum	Poetry Text: Sound collector related to sounds of the seasons	
Maths	Number: Place Value (4 weeks) Addition and subtraction (5 weeks) Multiplication and Division (3 weeks)		Number: Continue with multiplication and division (1 week) Fractions (3 weeks) Measurement: Mass, capacity and temperature (3 weeks) Length and Height (2 week) Time (3 weeks)		Measurement: Money (2 weeks) Statistics: (2 weeks) Geometry: Properties of Shape (3 weeks) Position and Direction (3 weeks) <u>*Use Mathematics Meetings to ensure maximum coverage before KS1 assessments</u> Consolidation -> KS2 ready	
Science	Uses of Everyday Materials	Uses of everyday Materials	Plants	Living Things and their Habitats (Gardens and Allotments)	Animals including humans Animal Life Cycles	Living Things and their Habitats Animal Life Cycles (Habitats)
Computing	Online Buddies Maths Madness	Presentation and Typing	Storyland	Storyland Heads up	Making Games	Code a Story
Wider Curriculum (History or Geography)	History: Great fire of London Was the fire of London a positive or negative event for the city? Technology Legacy Achievements	Geography: Weather and seasons	History: Schools over time How has school changed since the 1950s? Technology Legacy	Geography: Coasts (comparative unit - Bangladesh)	History: Great Voyages Why do we remember the voyages of the 'Titanic' and 'Windrush'? Technology Legacy Empire	Geography: Our local area (Field Work Unit)

Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Religious Education	1.2 Who is a Muslim and what do they believe? Islam		1.4 What can we learn from sacred books? Christianity Judaism Islam		1.8 How should we care for others and the world, and why does it matter? Christianity Judaism	
Art & Design	Drawing Tell a story	Sculpture Clay pots	Painting / mixed media Superheroes	DT focus (See Design and Technology overview)	DT focus (See Design and Technology overview)	DT focus (See Design and Technology overview)
Design & Technology	Art focus (See Art and Design overview)	Art focus (See Art and Design overview)	Art focus (See Art and Design overview)	Mechanism Making a moving monster	Structures Designing a chair	Food A balanced diet
Music	Ourselves Exploring sounds Toys Beat	Our land Exploring sounds Our bodies Beat	Animals Pitch Number Beat	Story time Exploring sounds Seasons Pitch	Weather Exploring sounds Water Pitch	Pattern Beat Travel Performance
Physical Education	Gymnastics 1	Dance 1	Ball skills 2	Dance 2	Athletics	Health & Fitness
	Ball Skills 1	Games 1: Striking skills	Gymnastics 2	Games 2: Attack/Defend	Team Building	Gymnastics 3