

Consett Infant School

Year 2 Autumn Term

Theme: Giants and Beanstalks

English

Children will follow the National Curriculum Programme of Study for English in Year 2. This will be differentiated to meet the needs and abilities of children. As part of the Programme of Study, Children will learn to:

- Develop their spoken language through opportunities to ask and answer relevant questions, participate in discussions, describe and explain in different situations and for different purposes and speak clearly and audibly.
- Develop reading skills by developing phonic knowledge, reading common exception words, developing comprehension skills and a love of reading.
- Develop writing skills through opportunities to transcribe, compose ideas in a variety of styles of writing, develop spellings skills and handwriting.

It is envisaged that these skills will be supported and developed this term through the theme of *Giants and Beanstalks*.

Mathematics

Children will follow the National Curriculum Programme of Study for Mathematics in Year 2. Where possible, effort will be made to link mathematical experiences to the theme being explored. In addition to this, children will learn to:

- Develop a secure understanding of number and place value including the ability to count, read, write and order Numbers.
- Develop calculation skills, and be able to find fractions of numbers, objects and quantities.
- Develop measurement skills in relation to length, mass, capacity and time.
- Develop recognition and understanding of the properties of common 2D and 3D shapes and explore position, direction and movement.
- Develop skills in interpreting, constructing and reading simple forms of handling data, asking and answering questions related to this.

Science

Children will learn to:

- Observe and describe how seeds and bulbs grow into mature plants.
- Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy
- Find out about and describe the basic needs of humans for survival
- Describe the importance to people of hygiene, food for keeping healthy and exercise
- Ask simple questions
- Observe closely using simple equipment
- Perform simple tests

History

Children will learn to :

- Find out about significant historical events, people and places within our locality, for example Saint Cuthbert, Joseph Swan, Durham Cathedral
- Find out about the lives of significant people (giants) who have contributed to achievements such as Florence Nightingale or Mary Seacole
- Explore events beyond living memory and compare aspects of life during these times such as how hospitals have changed over time
- Use words and phrases linked to the passing of time.

Geography

Children will learn to:

- Use maps, atlases and globes to identify the UK, other countries and continents and find out where places are in relation to each other.
- Use aerial photographs and maps to recognise human and physical features of a place.
- Devise a simple map and construct basic symbols in a key
- Use geographical language to describe physical and human features of a place.
- Understand the similarities and differences of places and compare features of Consett to Scutari (Istanbul).

Art

Children will learn to:

- Use a range of materials creatively to design and make products.
- Use sculptures to develop and share ideas, experiences and imagination
- Explore a range of techniques to create pattern, texture, shape and form when creating sculptures.
- Find out about the work of artists such as sculptors , compare their work and make links to own work.

Design Technology

Children will learn to:

- Design , explore and create products with simple winding mechanisms.
- Design appealing products such as a piece of clothing for a Giant.
- Develop ideas though drawing, talking and using templates.
- Use a range of tools to cut, shape and join materials.
- Select materials which are suitable for a given task.
- Discuss the effectiveness of the products they make and identify ways to improve and develop products further.

Computing

Children will learn to:

- Understand what algorithms are and how to create one.
- Create a series of precise instructions on a range of devices.
- Create and debug simple programs.
- Use equipment and programs to create images and captions.
- Use technology such as I Pads and cameras to record and retrieve content.

Music

Children will learn to:

- Explore dynamics and pitch when using voices and instruments.
- Use voices in an expressive way by singing, chanting, using rhymes and creating sounds.
- Play tuned and untuned instruments, demonstrating skills in playing loudly or quietly and also creating sounds which are higher or lower.
- Listen to pieces of music and describe feelings and thoughts related to the dynamics and pitch of what has been heard.

PE

Children will learn to:

- Throw and catch balls independently, with a partner and participate in team games which rely on these skills
- Demonstrate ways to travel both on and off apparatus.
- Explore ways of curling and stretching, developing balance agility and coordination.
- Explore dynamic qualities of the ways in which movements can be made from one position to another
- Work with a partner to create short movement phrases which can be performed to others.
- Watch and describe the work of others and identify what can be done to improve their own work.

In addition to exploring *Giants and Beanstalks* as a main theme, children will also be exploring different themes in RE

RE—Who is Jesus and why is He Special

Children will learn to:

- Recall religious stories about Jesus and the miracles he performed.
- Suggest meanings for religious actions and symbols such as why Jesus was a leader and the types of things he did.
- Ask questions about their own experiences and that of others.
- Consider why some questions cause people to wonder and are difficult to answer.
- Recognise values and consider how Jesus's actions make him special.

PSHCE

Children will learn to:

- Know what a goal is.
- Identify strengths as a learner.
- To choose a realistic goal.
- Be able to break a goal into small steps so it becomes achievable.
- Identify what steps have been successful
- Recognise what it feels like to be bored or frustrated.
- Know ways to overcome boredom or frustration