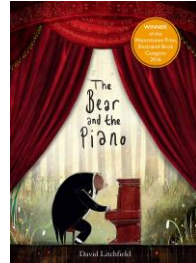
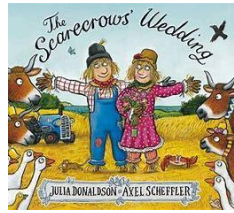


English

We will be continuing to follow Read Write Inc to support our reading, writing and spelling skills. Children will continue to bring home a Book Bag book, a book which they have been reading during phonics and a sharing book from the library. Please hear your child read **5 times per week** and record this in their Reading Record. As part of Talk through Stories, we will be exploring *The Scarecrow's Wedding* by Julia Donaldson, *After The Fall* by Dan Santat and *The Bear and the Piano* by David Litchfield.



Handwriting - Cursive

We will be continuing to practise writing words and sentences using a cursive, joined style, ensuring our letters are correctly sized.

Aa Bb Cc Dd Ee Ff Gg Hh Ii Jj Kk Ll Mm Nn Oo Pp Qq
Rr Ss Tt Uu Vv Ww Xx Yy Zz

Science - Living things and their habitats



We will be identifying and naming a variety of animals and plants in their habitats and exploring these key questions:

- How do we know if something is living?
- How are living things suited to their habitat?
- How do animals obtain their food from plants and other animals?



Alder Grove

Church of England Primary School

Autumn 2 - Year 2

PSHE: Jigsaw Piece 2 - Celebrating Differences



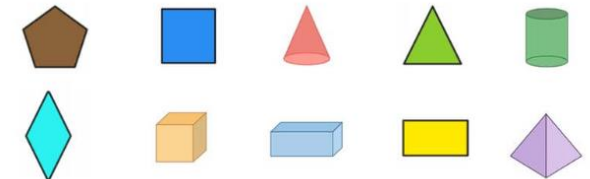
Boys and Girls
Bullying and Peer Conflict

Friendships and differences between friends
Understanding that differences make us special and unique

Maths - Addition and Subtraction and Shape



- To recall and use addition and subtraction facts to 20 fluently, and derive and use related facts to 100.
- To add and subtract numbers to 100 using concrete objects, pictorial representations and mentally.
- To solve problems with addition and subtraction, including recognition of the inverse relationship between the two.
- To name some common 2D and 3D shapes and be able to describe their properties (number of sides, vertices, edges and lines of symmetry).
- To describe similarities and differences between different 2D and 3D shapes.



PE: Fundamentals and Gymnastics (Indoor)

- To explore how the body moves differently when running at different speeds, and to develop changing direction and dodging.
- To develop balance, stability and landing safely.
- To be able to perform gymnastic shapes to create balances and link them together.
- To demonstrate co-ordination and different take offs and landings when performing jumps.
- To be able to link travelling actions and balances using apparatus.
- To develop rolling and sequence building.
- To develop sequence work on apparatus.



Art: Art and Design Skills

We will be learning and developing artistic skills across a range of media in the following ways:



- To explore the use of tones in shading when working as an artist (Nancy McCroskey study).
- To use our hands as a tool for making (clay).
- To learn to weave.
- To develop our painting skills.
- To apply our painting skills when working as an artist (Clarice Cliff study).
- To experience drawing for pleasure.



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Computing: We are Games Testers

- To work out and investigate the rules (algorithms) for a simple arithmetic game, a simple chase game and a two-player sports game.
- To practise some programming skills using a game.
- To work out winning strategies for the game of Nim.



Geography: Local area study - What makes a village?

We will be considering this key question within the context of Shinfield. We will be studying the human and physical geography of our local area and understanding its location in the context of the UK, Europe and the world.



RE: Christianity - Jesus as a Gift from God



- To retell the Christmas story.
- To explain how Christians believe that Jesus was a gift from God to the world.
- To reflect on how Christians believe that Jesus coming to the world shows people that they should love and help people and the world.

PE: Target Games (Outdoor)



- To develop an understanding of target games and how much power to apply when aiming at a target.
- To understand how to score in different target games using overarm throwing.
- To develop understanding of different target games using the skill of kicking.
- To develop striking to a target
- To develop hitting a moving target.
- To select an appropriate skill to play a game.

Music: Ho, Ho, Ho!

- To use my voice creatively and expressively by singing songs (Christmas production).

