YEAR 2: Autumn 1 WHAT WILL YOUR CHILD LEARN THIS HALF TERM?

ENGLISH

Key Question: Why is it important to understand how characters feel in stories?

Key Texts: "Jack and the Beanstalk" and "Jim and the Beanstalk"

In English, Year 2 pupils will be learning to understand how characters feel in stories. They will identify the main features of a story, including the setting, characters, problem, key events, climax, and resolution. Pupils will use simple story language, raise questions, make predictions, and write the next part of a story based on these predictions. Additionally, they will write from a character's perspective, explaining their feelings, retelling the story, and stating the characters' motives.

MATHEMATICS

In Mathematics the children will be counting to 100, forwards and backwards and identify the place value of a two-digit number. They will also be learning about the coins and notes that we use in the UK currency. They will practise making amounts of money and finding change. The children will also continue to learn addition and subtraction facts and different ways to solve these calculations.
They will also learn about measuring length and mass.

SCIENCE

Key Question: How does sound affect our lives?
We will be investigating how sound affects us in our daily lives. The children will learn the key vocabulary related to sound and learn how to describe sound using scientific vocabulary. The children will also learn how animals and humans use sound to communicate how they are feeling. They will also be carrying out investigations related to sound and vibrations.

Geography

Key Question: If buildings could speak, what would they say?

The children will learn the key vocabulary related to location and learn how to identify physical and human features within Uxbridge. The children will also learn why buildings are listed, identify key landmarks in Uxbridge. They begin to understand Uxbridge is part of a borough within London.

RELIGIOUS EDUCTION (RE)

In RE, Year 2 children learn about Muslim beliefs regarding God, exploring connections with the 99 Names of Allah. They retell stories about the life of the Prophet Muhammad and identify important objects used by Muslims. Children also discover how Muslims observe Ramadan and celebrate Eid-ul-Fitr, understanding the emotional significance of these practices.

PSHE

Pupils will be thinking about 'New beginnings' and reflecting on how they can demonstrate the 6R's at home and school. They will be learning how to cope when things get difficult using the growth mindset.
In addition, we will explore the Zones of Regulation and understand how they feel and look in each zone: green, blue, yellow and red. They will also learn more about democracy as one of the British Values.

ART AND DESIGN

In Design and Technology (DT), Year 2 pupils will explore playground equipment. They'll talk about what they like in playgrounds, look at different types and materials used, and draw and describe two pieces. They'll learn how playground equipment is made and about safety. Using various materials, they'll experiment to see what works best and learn how to strengthen their designs. Together, they'll plan and create their own playground equipment using tools like scissors and materials like plasticine, encouraging creativity and teamwork.

PHYSICAL EDUCATION (PE)

Key Question: How can I use the gymnastics skills I have learnt to perform for an audience?
We will be using basic movements such as running, jumping, throwing and catching. As well as developing balance agility and co-ordination and begin to apply these in a range of gymnastic activities.

MUSIC

Key Song: "Hands, Feet, Heart"

In Music, Year 2 pupils will focus on the song "Hands, Feet, Heart." They'll integrate games, music dimensions (pulse, rhythm, pitch), singing, and instrument playing. They'll learn to sing, play, improvise, and compose with the song, and listen to various styles of South African music for appreciation.

COMPUTING (ICT)

In Computing, Year 2 children learn about algorithms (step-by-step instructions for computers) and how to create programmes with collision detection and timed sequences using timers. They also explore different types of objects and how to use buttons in their programs. They practice debugging, which means finding and fixing mistakes in their code through testing and improving their programmes.