

Land Ahoy!

English— writing

- Use different styles of writing including recounts, descriptions and stories.
- Use different sentence types including statements and questions.
- Use different types of vocabulary including adjectives, conjunctions, sentence openers and noun phrases.

Reading

- Use phonics to read and spell.
- Read as class, in groups and individually.
- Discuss texts and answer questions about them.

Maths— Number

- Use Dienes to explore place value in two digit numbers.
- Use tens and units grids to add and subtract.
- Count forwards and backwards in steps of twos, threes, fives and tens from any number to 100.

DT

- Make boats with a moving part or mechanism, such as a lever or pulley.
- Experiment with simple circuits to make a lighthouse lamp light up.

History

- Find out about the lives of sea explorers and famous pirates from the past.
- Make a timeline to show and chronologically sequence significant sea explorers.
- Consider what makes a person historically significant.

RE

Exploring Christian ideas of God.

- Study a piece of artwork and create their own picture to show what they think will happen in the parable.
- Work in groups to act out a story that Jesus told.
- Explore how Christians worship and why, linked to the ideas of God explored through the parable.
- Make links with their own experience.

Year 2 -Autumn 1

Key texts

Information texts on sea explorers including Captain Cook.
The story of Grace Darling
Pirate fiction books.



PE

- Send and receive a ball using feet.
- Work as part of a team in non-contact ball games.
- Use a bat to send a ball.
- Develop bowling technique.

Computing

- Programme a floor robot to navigate around a large scale map. Debug the programme as necessary.
- Create a presentation including text and images.

Music

- Listen to and join in with sea shanties and traditional songs sung by or about sailors.

Science

- Identify changes in humans and their abilities from childhood to adulthood.
- Investigate materials and their properties. Consider which materials would be suitable to build boats and why.
- Complete experiments focussing on the skills of creating a fair test.

Geography

- Identify the countries in the UK and the seas surrounding the UK.
- Identify the world's continents and oceans.
- Locate countries on a world map and globe.
- Read a map using symbols and a key.
- Create an imaginary treasure map using symbols and a key.

Art

- Make a polystyrene block print and use it to create a repeating pattern.
- Draw a boat from observation. Use different sketching techniques to create texture.

PSHE

- Name and describe a variety of emotions.
- Consider how to show respect to each other.
- Think about forgiveness and empathy with others.