

# Why do people celebrate?

## English—writing

- Writing in different styles including poetry, comic strips, newspaper articles and letters.
- Introducing grammatical features and using them in writing including adverbs, the possessive apostrophe, exclamation sentences and writing in different tenses.

## reading

- Reading as class, in groups and individually.
- Discussing texts and answering questions about them.
- Focus on poetry.

## Maths—number

- Solving problems using addition and subtraction.
- Using the inverse relationship between addition and subtraction to check calculations and solve problems.
- Recognising and using multiplication and division facts for the 2, 5 and 10 times tables.
- Using arrays, repeated addition and bar models to show multiplication and division.

## Maths—measurement

- Recognising and using £ and p symbols and combine amounts to make a particular value.
- Finding different combinations of coins that equal the same amount of money.
- Solving simple problems relating to money in a practical context including calculating change.

## Geography

- Children to learn about celebrations from around the world and locate them on a world map.
- Comparing the UK to a contrasting country by thinking about physical and human differences as we learn about operation Christmas child.

## RE

- Keywords—Incarnation and Immanuel.
- To learn about who Christians believe Jesus is by looking at artwork depicting the birth of Jesus. Use freeze frame drama to explore the feeling of characters in the Christmas story.
- To think about how Christians act because of their beliefs linked to giving toys to Birmingham City Mission.
- Exploring how this relates to our own lives and how we choose to act.

## Music

- Singing a variety of Christmas songs.
- Creating a short tune as we work in groups to compose our own Christmas song.

## Key texts

- A variety of poems.

## Wow

- Celebrations dress up day to introduce the topic.
- Year 2 Christingle
- service at St John's

## Year 2

## Autumn 2

## PSHE

- Learning how to value their differences.
- Learning about rights and responsibilities.



## Computing—

## Computer Science

- Learn what algorithms are.
- Combine blocks to create algorithms to move a sprite and create a shape.
- Learn how to programme using Turtle Logo including using repeat and green flag blocks to control algorithms.

## Science—materials

- Identifying different materials and exploring their properties through experimentation.
- Finding out how materials can be changed by squashing, bending, twisting and stretching.
- Gathering and recording data to help answer questions.

## Art

### Drawing

- To design a Rangoli patterns with a focus of shading, sketching and use of colours.

### Sculpture

- Rolling, cutting, moulding and carving to create a clay model.

### Print

- Designing and making a print to use

### Textiles

- Making a prototype of a clothing design to wear to a celebration.

## PE

- Sending and returning ball skills.
- Developing tactics and taking a turn to lead others.

## DT—textiles

- Shaping material of the children's choice using a template to create a stocking.
- Sewing a stocking using a running stitch.
- Decorating a stocking by adding a variety of textiles.