Year 2: Inspirational People

1. Key Vocabulary

English - adventurous, unusual, bewildered, filthy, joyful, brief Maths - multiply, repeated addition, commutative, inverse, collect, solve, consecutive, scale, hundred, denominator, three quarters, price

Science— constant, variables, appropriate, fair test, chemistry, waterproof, examine, discuss, compare, purpose, solid, organise,

Humanities - Aristocracy, King, Queen, Monarch, Monarchy, Urban, baker, Stuart, Town Planner, plague, Mayor, houses, path, railway, school, shops, factory, Capital, countryside, mega-city, terraced, beams, British Isles

RE — Christianity, symbols, Easter, religion, celebration

PSHE — British Values, intolerant, appreciation, ethnic, youth

Art — Shade, Hue, Tertiary. Warm, Cool, Motion, Secondary colours, Mood, Foreground, Background, Line, Excitement

DT - Wood, Timber, Recyclable, Flammable, Ignite, Front, Labour, Freestanding, Strength, Common, Regular, Improved

Spanish — cuantos anos tienes?, Tengo, numbes, days of the week, months of the year, mi cumpleanos, seasons, la manzana, el platano, la pine, la fresas, el limon, la pera, la naranja

Computing — attachment, BCC, Blind Carbon Copy, CC, Carbon Copy,

Music — volume, pitch, crescendo, decrescendo, stave, treble clef, time signature, pitch, melody, rhythm

PE — send, dribble, attacking, defending, block, aware

3. English

Traditional tales are stories which has been passed down for many generations and are well-known within a particular culture. We will be focusing on 'Anansi and the Sky God'.

Fiction is made up in the writer's imagination.

Non-fiction is writing that is about facts or retelling of events.

Non-chronological reports are non-fiction reports which are not written in time order. This will be linked to how the Great Fire of London started.

In our final week, we will focus on poetry and its features looking at: rhyme, repetition and personification.





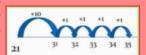
2. Curriculum Knowledge

- To be able to listen to, discuss and express views about a wide range of contemporary and classic poetry, stories and non-fiction at a level beyond that at which they can read independently.
- To write for different purposes (narrative, poem, non-chronological report).
- To use a range of strategies including phonics knowledge to decode unfamiliar words.
- To be able to solve problems with multiplication and division.
- To compare a place or event over a period of time and explain the impact of key events.
- To use a range of sources to research and form an opinion about historical events and people from the past.
- To identify and compare the suitability of a variety of everyday materials including wood, metal, plastic, glass etc. for particular uses.
- To find out how the shapes of solid objects from some materials can be changed by squashing, bending, twisting and stretching.
- To use observations and ideas to suggest answers to questions.
- To explore the ascetics of 17th century architecture
- To experiment with a range of construction methods
- To design my C17 Tudor house
- To begin to form the basic structure of my C17 house
- To complete my construction of a C17 Tudor house

	Enterprise	Communication	Well-Being	Possibilities	Environment
Driver	We will be creating baked goods following research on Thomas Farriner's bakery.	We will use talk for writing to develop our own versions for traditional tales.	We will have a visit from the local fire brigade talking about how to be safe in case of a fire.	We will discuss the possibilities available within the emergency services.	We will look at areas of the world that have been affected by fires and how we can reduce global warming.

4. Maths

Mental Maths refers to mathematical facts that we know fluently, for example number bonds to 20, doubles to 20 and our 2s, 5s and 10 times tables.



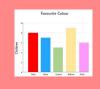
A blank number line can be used to add groups in multiplication.

Arrays are used to divide and multiply.

We can use a range of practical resources to help us understand all four number operations $(+ - x \div).$

Statistics is a branch of mathematics. It involves gathering information, summarizing it, and deciding what it means. The numbers that result from this work are also called statistics. In statistics we will look at: bar graphs, pictograms and the use of keys and scales.

For Geometry, we will be looking at 3D shapes and their properties.







5. Science

Materials are the matter from which something is made, eq. metal, wood, plastic.

Materials have a range of properties which make them suitable for different uses, eq. transparent, waterproof, flexible.

Materials can be changed in different ways. For example they can be: squashed, bended and twisted.

We will complete investigations to test everyday materials and their uses.

Lonnie G Johnson is an inventor who worked for NASA and invented the super soaker water pistol.

Noah McVicker invented playdoh. Noah was originally trying to invent a wallpaper cleaner.







6. History/ Geography

This term , our topic will be about the 'Great Fire of London'.

The Great Fire of London happened in 1666. The fire started in Thomas Farriner's bakery on Pudding Lane.

The Great Fire of London brought about a number of significant changes to the city including The Fire Brigade, the geography of London and building regulations.

Maps can be used to identify and plot significant changes to the layout of a city.





Evidence can be taken from primary sources such as Samuel Pepys's diary as an eye witness account.





10. Spanish

cles for the nouns.

Children will be revising numbers 1-10 and then using this knowledge to say how old they are in Spanish.

We will be revising feelings and emotions

Children will be learning the days of the week and months of the year in Spanish.

DAYS OF THE WEEK
DOMINGO
LUNES
MARTES
MIERCOLES
JUEVES
VIERWES
SABADO

Children will be learning to say the names of fruits and vegetables in Spanish. Relating colour to describe fruit and vegetables. To count the amount out fruit and vegetables. Looking at the correct arti-



7. RE

This term we will be starting our exploration of Christianity.

We will be exploring different symbols which can be found within the religion before focusing on Easter.

During our look at Easter we will discuss why it is celebrated, how it is celebrated and the significance of symbols related to it







8. PSHE



This term we will be learning about British Values. Values are fundamental beliefs that guide or motivate attitudes or actions. The people of Britain have a duty to actively promote the British values.

We will be identifying harmful substances and how to keep safe in various situations that may cause danger, risk, or injury.





We will also be learning about what makes a good citizen and the importance of looking after our environment through recycling.

11. Computing

This term we will be learning about emailing. The children will be sending email and replying to each other (from one school to another. Eg Stockwell to Bonneville)

We will try to investigate who started The Great Fire Of London from various clues.



9. Art/DT

Model making is creating a 3 dimensional representation of a design. Components of a model can be joined in different ways including sticking, slotting and folding. The process of creating a 3D model involves designing, making and evaluating. To create a structure involves exploring how to make it stronger, stiffer and more stable. Painting involves using experiences and ideas as inspiration for an artwork. Inspiration can be taken through research into famous artists. Opinions can be developed through reflecting on and discussing artwork





12. Music

This term we will be learning an instrumental piece and how to play simple rhythmic patterns on an instrument, making connections between notations and musical sounds.





13. PE

This term in PE, children will be learning to play Netball. They will begin to identify and complete the different passes used in netball such as Chest Pass, Bounce Pass and shoulder pass. Also, Children will learn skills such as

how marking helps to intercept the ball and dodging enables a player to get away from a marker.

