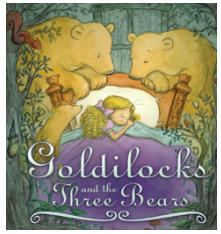
Class 2
Learning Overview
Block 1

Writing

Our text:
Goldilocks and the three bears



Our GPS:
- Nouns
- Verbs
- Simple Sentences

Year 1 final written outcome:
To write a series of simple sentences based on events from the text.

Year 2 final written outcome:
Retell of events

Science

Plants: Introduction to plants:

- To identify plants in the school grounds.
- To identify parts of a flowering plant.
- To identify and name deciduous and evergreen trees.
- To recognise that new plants come from seeds and bulbs.
- To recognise the importance of a scientist's role.

Time to shine:
To be plant detectives! Class 2 will have to work through a series of clues to uncover different plants and trees.



PE

Health related exercise
Net and wall

Music

Keeping the pulse:
- To understand pulse
- To keep pulse
- To explore using a thinking voice to show pulse
- To play short rhythms in time with pulse.
- To demonstrate an understanding of pulse through performance.

RE

What do some people believe God looks like:
- To express ideas about God.
- How Muslims express ideas about God.
- Different forms of God in Hindu beliefs.
- Christians believe Jesus is the son of God.
- Some religious worldviews refer to and represent God.
- Identify and explain some of the different names people use for God.

Maths

Shape:
- Recognise and name 2-D and 3-D shapes.
- Count sides on a 2-D shape
- Count vertices on 2-D shapes
- Draw 2-D shapes
- Vertical lines of symmetry
- Count faces on 3-D shapes
- Count edges on 3-D shapes
- Count vertices on 3-D shapes
- Patterns with 2-D and 3-D shapes



Place value (within 20)
- Count objects within 10
- Represent numbers to 10
- Count on and back within 20
- Understand 10
- Understand 11 – 15
- Understand 16 – 20
- 1 more
- 1 less
- Number lines
- Estimate on a number line
- Less than, greater than and equal to
- Compare numbers
- Order numbers



Addition and subtraction (within 20):
- Parts and wholes
- Systematic number bonds within 10
- Number bonds to 10
- Number bonds to 20.

PSHE

Connecting with others: How can I help myself and others feel happy and safe:
- What makes me special
- How do families show love for each other
- What makes me feel safe and cared for
- What is a friend
- How can we have a kind and friendly class
- How should people behave toward others

Design and Technology

Stable Structures:

- To explore stability by balancing.
- Too explore wide or narrow bases by building towers.
- To test a structures stability with weight addressed in different places.
- To design a stable structure that meets thew need of a user.

Time to shine:
To use a variety of cutting and joining techniques to make a stable pencil pot.

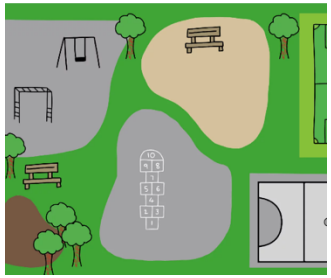


Geography

What is it like here?:

- To locate the school on an ariel photograph.
- To create a messy map of the classroom.
- To locate key features of the playground by using a map.
- To draw a simple map.
- To investigate how we feel about our playground.

Time to shine:
To create a design to improve our playground.



Phonics – Year 1

Scholfield and sims – My letters and sounds scheme.

Sounds that will be taught:
Week 1 – ai, ar, air, ee, ear, er

Week 2 – oa, oo(long), oo (short), igh, oi, ow, ur, or

Week 3 – Revisit all graphemes

Week 4 – Revisit all graphemes

Week 5 – ai, ou, ie

Week 6 – ea, oy, ir

Tricky words that will be taught:

Week 1 – Phase 2 and 3 tricky word review.

Week 2 – Phase 2 and 3 tricky word review.

Week 3 – Phase 4 tricky words

Week 4 – Phase 4 tricky words

Week 5 – oh and people

Week 6 – some, come, their and your.

Week 1 – 4 will be a review of last year's phonics. Week 5 we start on phase 5 phonics

Guided Reading – Year 2

Week 1 and 2:
Animal groups

Week 3 and 4:
The enormous carrot

Week 5 and 6:
Change in mobile phones

Spellings – Year 2

Year 2 will be starting morphology to help them spell:

Computing

Improving mouse skills:

- To log in to a computer and access a website.
- To develop mouse skills
- To use mouse skills to draw and edit shapes.
- To draw a scene from a story using digital tools

Time to shine:
To create a self-portrait using digital techniques and mouse skills learnt.

