

# Marlcliffe Primary School

## YEAR 2 CURRICULUM PLAN SPRING 2020

Maths target: I can add and subtract using informal written and mental methods.  
I know multiplication facts from 2, 3, 5 and 10 times tables.

Reading target: I can answer questions about a text.  
I can read key vocabulary quickly and fluently.

Writing target: I will practise my spellings five times a week.  
I can write increasing amounts using key vocabulary.

*These targets are for the whole class, and represent what we want to achieve by the end of the term. More detailed, individual targets will be given to children in class discussions as a result of our ongoing assessment.*

*Don't forget to check the Y2 pages on the website for weekly activities specific to current learning.*

Maths		English		Speaking and Listening	
Develop written methods of calculation using formal and informal methods. Solve problems involving the four operations. Recognise and know the value of coins. Find fractions of numbers and amounts. Practise the 2, 3, 5 and 10 times tables. Count on in steps from any number. Use different units of measurement and measuring equipment. Name 3D shapes and describe their properties.		Writing descriptions and instructions linked to the 'Busy Bodies' theme. Writing non-fiction information texts using correct features by studying the presentation of non-fiction reports. Writing poetry using noun phrases. Reading and responding to, both orally and in writing, fiction and non-fiction texts. Using known stories to create drama and imagined scenes. Differentiated, progressive spellings and word patterns. Differentiated and progressive punctuation and grammar. Classifying words and correct use of punctuation.		Learning and re-telling stories using words and actions. Drama and freeze frames. Re-telling own adaptations of familiar stories. Use oral poetry reciting and performance. 'Show and Tell' to develop presentation, questioning and answering skills. Paired discussion and debate.	
PSHE	Topic (Geography, History and Science)			Religious Education	
Learn how household products, including medicines, can be harmful if not used properly. Understand what constitutes a healthy lifestyle including the benefits of physical activity, rest, and dental health. Fair Trade Fortnight  Social and Emotional Aspects of Learning: Going for Goals Good To Be Me	<u>Busy Bodies</u> Understand the differences between things that are living, dead, and things that have never been alive. Identify, name, draw and label the basic parts of the human body (including the skeleton and teeth) and say which part of the body is associated with each sense. Find out about and describe the basic needs of animals, including humans, for survival (water, food and air).	<u>Grand Designs</u> Identify and name a variety of everyday materials. Distinguish between an object and material from which it is made. Describe the simple physical properties of everyday materials. Compare and group together a variety of everyday materials.	Express creatively ideas about the questions: Who am I? Where do I belong? How are we all connected?  Celebrations and Festivals: Who celebrates what and why? (Christians and Muslims). Explore stories and celebrations of Easter and Id ul Fitr, finding out about what the stories told at the festivals mean.		
PE	Art and Design & Design Technology	Computing		Music	
Games - making up games with a partner, aiming, hitting, and kicking Gymnastics - rotation: spinning, turning, twisting  Athletics Gymnastics - linking movements together	<u>Art and Design</u> Study famous self-portraits. Develop the correct techniques to draw a realistic self-portrait, using line, shape, form and space.  <u>Design Technology</u> Create a bedroom set using nets, based around a theme. Measure, cut, score and fold computer-generated images to decorate.	Y1s <u>What is an algorithm?</u> Know what an algorithm is and what they are used for. Learn how to follow and write simple instructions.	Y2s <u>How do I improve my algorithms?</u> Learn how to write and give simple, clear instructions. Instruct programmable toys. Follow and debug an algorithm.  <u>Keyboard Skills</u> Understand and name common keys on a keyboard; use a mouse with control.	<u>Busy Bodies - Dem Bones</u> Singing the song; clapping and combining rhythms to create and perform 4-bar phrases.  <u>Hey You! - Old School Hip Hop</u> Compose rap to link with the study of materials.	