

Year 2  
Autumn Topic Web  
'Fantastical Flight'

**Art & DT**

**Knowledge and Experiences**

- Experiment with tools and techniques looking at how different brush strokes can create different shapes and patterns
- To explore and use mechanisms, [wheels and axles].
- Design a pizza including base type and toppings.

**Planned Outcomes**

- To create a picture in the style of Van Gogh.
- To produce a moon buggy.

**Mathematics**

**Knowledge and Experiences**

- Recognise the place value of each digit in a two-digit number (tens, ones)
- Read and write numbers to at least 100 in numerals and in words
- Recall all number bonds to and within 10 and use these to reason with and calculate bonds to and within 20

- Add and subtract any 2 two-digit numbers using an efficient strategy, explaining their method verbally, in pictures or using apparatus (e.g.  $48 + 35$ ;  $72 - 17$ )

**Planned Outcomes**

- To apply our knowledge and skills to solve problems and reason about numbers.

**Geography and History**

**Knowledge and Experiences**

- Name and locate the world's 7 continents and 5 oceans.
- Use photographs and plan perspectives to recognise landmarks and basic features.
- Know about significant historical events- Moon landings.
- Know about significant historical figures- Amy Johnson, Wright Brothers

**Planned Outcomes**

- Devise a simple map and use and construct basic symbols in a key
- To create a fact file about the moon landings.

**English**

**Knowledge and Experiences**

- Participate in discussion about what is being read to them
- Discuss and clarify the meanings of words, linking new meanings to known vocabulary experiences
- Learn to spell common exception words
- Use different sentence forms: statements, questions, exclamations and commands
- Form capital letters and digits of the correct size, orientation and relationship to one another and to lower case letters
- Make simple additions, revisions and corrections to their own writing

**Planned Outcomes**

- To write a fact sheet (Non-chronological report).
- To innovate part of a story (Narrative writing).

**Music**

**Knowledge and Experiences**

- Learn Tony Chestnut and develop understanding of beat, rhythm, pitch and echo.
- To be taught to play tuned and untuned instruments musically.

**Planned Outcomes**

- Perform a composed piece to an audience.

**Science**

**Knowledge and Experiences**

- Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses
- Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching- understanding that a solid is firm and stable in shape; not liquid or fluid.
- Know that all animals, including humans, have the basic needs of feeding, drinking and breathing that must be satisfied in order to survive.

**Planned Outcomes**

- To make predictions on the suitability of materials and explain our reasoning.
- Describe what an animal including humans need to stay healthy.

**Computing**

**Knowledge and Experiences**

- Understand what an algorithm is.
- Understand and debug simple programs.
- To gain a better understanding of searching on the Internet.

**Planned Outcomes**

- To design an algorithm that follows a timed sequence.

**Physical Education**

**Knowledge and Experiences**

- Dribbling, passing, dodging in Invasion games
- Bat and ball skills with tennis rackets and cricket bats

**Planned Outcomes**

- Correct techniques when playing team games.

**R.E. and PSHE**

**Knowledge and Experiences**

- Know how some Christians celebrate harvest.
- Know some ways in which Jewish people celebrate Sukkot.
- Learn about our rights and responsibilities.
- Celebrate our similarities and differences.

**Planned Outcomes**

- Create a class charter.