

Fire and Ice Year 2 Spring 2018

English

Fiction: Poetry & Story writing

Masha & the Firebird, the Arctic song

Non-fiction writing: Fact files about arctic animals, Diary entry for Samuel Pepys/Thomas Farnor

Reading to research facts and learn about the topic eg Arctic animals

Project writing:

Applying knowledge of the features of different styles of writing to write fiction and non-fiction texts of their own choosing.

Mathematics

Number and Place value- ordering and rounding numbers

Addition and Subtraction- context money; different ways of solving and representing, using the inverse relationship to check calculations

Number & Fractions- $\frac{1}{2}$ s, $\frac{1}{4}$ s, $\frac{1}{3}$ s

Multiplication & Division – multiples of 2,3,5, and 10

Measures: Length, Weight, Capacity – metres, centimetres, grams/ kilograms litres/ millilitres

2D & 3D shapes- naming & identifying properties

Time- reading the time to 15 minutes or 5 minutes

PE- Gymnastics & Dance

9 basic shapes: straight, tuck, star, straddle, pike, dish, arch, back support, front support

Explore travelling using chosen shapes

Create a routine using shapes, travel, jump & apparatus; Paired routines; Performing and evaluating

Exploring movements and expressing ideas to music: Firework-Katy Perry, The Firebird- Stravinsky

RE

Values, what is important?

Christianity

Jesus as a story teller

Celebrations & Festivals

Stories of saints

Learning about Easter

PSHCE

Charters and rules

Valuing similarities & differences

Friendship & Teamwork

Environment & Conservation

Making decisions

Growth mindset

Music

Singing, creating and composing music

related to the Fire and Ice topic

Perform, listen to, review and evaluate

music across a range of historical periods

History

The Great Fire of London

Changes in London's history over time

Key Figures: Samuel Pepys, Thomas Farnor,

Geography

Daily weather patterns

Human & Physical features of London

Locational knowledge & skills

Contrasting locality: Greenland

Computing

Algorithms & Programming

Data base and graph work.

On-line Safety

Word processing: editing, saving & printing

Science

Explore and compare alive/ never alive/ dead

Living things and their habitats

What do living things need to stay alive?

Plants and their habitats

Suitable habitats & micro habitats

Woodlice and snails investigation

Food chains, carnivores, herbivores, omnivores

Art & Design Technology

Designing and making pizzas (cooking)

Evaluating shop sold pizzas

Using charcoal to recreate Tudor houses

Using paint to illustrate stories

