Theme

Commotion in the Ocean

We will be finding out about the oceans of the world and the creatures that live in and around them. We will use geographical vocabulary to describe physical features. We will learn about protecting the environment and the creatures within it.

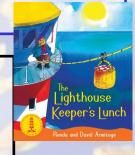
English

We will read stories and use non fiction texts based around the ocean. Using these texts we will research and write reports, also we will write persuasively. We use the Lighthouse Keeper's Lunch and other texts to write our own stories, letters and posters.

Save the Date!

Year 2 Assembly –

Ist February 9am



PSHE-

Spring One-

What are positive healthy relationships?

How do we maintain them?

Spring Two-

How to use popular internet sites safely

passwords etc



Year 2 Spring Term

Values Understand the consequences of our actions

Mathematics

Solve problems involving -

- Reading, writing, comparing and ordering numbers to 100
- ♦ Practical work using measures
- ♦ Addition and subtraction up to 100
- ♦ Multiplication and Division x2 x5 x10 moving onto x3 and x4-
- Telling the time to 5 minutes intervals

Science - Materials

- Know that there is a range of materials with different characteristics
- ♦ Know that some materials occur naturally and some do not
- Know to explore materials using appropriate senses and making observations and simple comparisons
- ♦ Know that materials often change when they are heated
- ♦ Investigate melting ice and plan a fair test
- Identify the suitability of a variety of everyday materials



P.E lessons will take place on a Monday and Thursday.

- Spring One Dance & Hockey
- Spring Two Tennis & Gymnastics

Home Learning

Homework will be set on a Friday, to be returned by the following Friday.

Spellings will be learnt at home and tested in school every Friday.

Times tables will also be tested weekly through Club sheets, please ensure your child practises these in addition to any weekly homework.

ICT.

Digital Film Maker

Learning how to search safely online to find images and film dips. We will use iMovie to create a short film about a sea creature.

Digital Musician

We will use the app Launchpad to make a soundtrack to accompany and enhance our film.

Digital Data Handler

We will collect data related to our topic for example favourite sea creatures and present it in a table and graph format.

Creative Arts

Music - Create a soundtrack to match an undersea film

Art - Appreciate the work of famous artists and create a seascape painting.

 $\ensuremath{\mathsf{D&T}}$ - Models based around the topic such as a lighthouse, an aquarium or a boat

