

Numeracy

Number : place value.

Number : addition and subtraction

Measurement : money

Number : multiplication and division

Properties of shape. Time

Investigations every week to develop using, applying and reasoning.

Literacy

Non-chronological reports about mining, Ryhope in past etc.

Diary entry of a child working down the mine.

Instructions for a recipe.

Stories about working down the mine.

Poetry - repeating poems.

Year 2 spelling programme/letters and sounds to be taught differentiated according to ability.

Science

Children to carry out investigations and use correct vocabulary - predict, method, conclusion.(spooky science week - Halloween)

Work in the allotment and plant vegetables.

Discuss and understand what a plant needs in order to grow thinking about light, water and temperature. Observe and describe how seeds and bulbs grow into mature plants. Learning about plants in various habitats.

RE

Christianity / Hinduism (Diwali) /Judaism (Hanukkah)

Geography/History

Walk around Ryhope discussing how Ryhope has changed, where coal mine, train track, mining cottages etc were.

Comparison of life then and now with a focus on looking at pictures of Ryhope from the past. Write about what they see in pictures and how they imagine life was like and how it has changed.

Map work - looking at old and new maps, map symbols, reading maps.

Timeline of Ryhope leading up to present day.

Video of life down the mine - children think and record how miner felt, was thinking and saying.

Fact sheet about artefacts from a mining cottage.

Visit from Beamish staff, visit Beamish.

To learn about how life has changed within living memory.

Develop an awareness of the past and an understanding of chronological order.

Year 2 Autumn

'What was life like in Ryhope 100 years ago?'

PSHE & SEAL

SEAL autumn 1.

5R's

ICT

Use word and power point using net books. Children learn how to copy and paste pictures into a document, add text, change font, save and retrieve work.

E- Safety - keeping safe when using technology at home and at school. Use paint to create Dawali firework pictures. Use Beebots Use planning grids to plan instructions for whole course before trying out. Ask children to identify where the Beebot crashed, why and what they need to do to correct.

Use technology purposefully to create, organise, store and retrieve digital content. Plan and record a simple sequence of instructions to control a device. To understand why algorithms did not operate as planned. Be able to correct algorithms to enable a correct solution.

Art/DT

Looking at the work of Bill Hindmarsh the mining artist. Children to look at his work and discuss this. Children produce work in the style of the artist with a theme of scenes from Ryhope.

Write about the artist's work giving their opinion.

Observational drawings of plants, seeds, vegetables.

Abstract line drawings based on the shape and form of the pit wheel replica in Ryhope.

Poppy art choosing and using materials for exhibition.

D&T

Cooking soup and crumble, writing instructions about this, linking this to growing vegetables and allotments.

Making small world resources - artefacts and vegetables

Finger knitting to combine for a sculpture for a poppy.

Christmas gifts and cards.

PE

Swimming (Y2.5) and games

Music

Singing, performing and then composing own mining