

## English

### Spelling, Grammar and Punctuation:

- To use the progressive form of verbs in the present and past tense (e.g. *she is drumming, he was shouting*).
- To identify word classes: nouns, adjectives, verbs and adverbs.
- To recognise the four different sentence types: statements, commands, exclamations and questions.
- To use conjunctions to extend my sentences.
- To use speech punctuation accurately.
- To edit and improve my work, reading back over it to check that it makes sense.
- To recognise and use the following spelling patterns: 'o/ spelt 'a' after 'w' and 'qu', /z/ spelt 's', adding 'es' to nouns and verbs ending in 'y', possessive apostrophes, suffixes '-ful', '-less' and '-ly'

### Reading and Writing:

- To read and discuss the 'Mrs Armitage' stories by Quentin Blake.
- To write a character description for Mrs Armitage.
- To write my own Mrs Armitage story.
- To plan and write a newspaper report.
- To plan and write an information text about transport.
- To practise using joined handwriting to neatly form tall, short and lazy letters.

### Phonics Focus:

- To accurately spell high frequency words.
- To accurately apply phase 3 and phase 5 sounds in reading and writing of polysyllabic words.
- To learn all alternative pronunciations and spellings and begin to apply these in reading and writing.

## Physical and Mental Development

### Indoor PE - Gymnastics

- To perform a range of movements.
- To create sequences.

### Outdoor PE - Games

- To understand and demonstrate knowledge of the relationship between a bat and ball.
- To strike a ball using their foot/ hand.

### Mental Development

- Growth Mindset assembly led by Anthony Taylor
- Ninja Warrior Growth Mindset workshop

## Curriculum Enrichment

World Book Day, Family Fast Day, Palm Sunday Assembly, Holy Week Activities, Lenten Fundraiser, St David's Day, St Patrick's Day, St Joseph's Day, Art Workshop, Fairtrade Fortnight

## Expressive Arts and Design

### Music - Samba

- To use their voices expressively and creatively by singing songs and speaking chants and rhymes.
- To play tuned and untuned instruments musically.
- To listen with concentration and understanding to a range of high-quality live and recorded music
- To rehearse and perform in the Palm Sunday Assembly.

### Art

- To complete an observational drawings based on the Creation Story.
- To find out about a famous artist (Anni Albers).
- To experiment with the weaving technique using paper, wool and fabric.
- To contribute to a year group weaving display.

### Design Technology

- To consider criteria for a vehicle, considering purpose, appeal and selecting appropriate materials.
- To design a toy vehicle including a fixed axle chassis.
- To make their model vehicle, selecting appropriate tools.
- To evaluate their model, noting positives and improvements.

## Y2 Creative Curriculum Planner



## Spring 2 - Mrs Armitage's Vehicles

## Religion

### The Way the Truth and the Life: The Mass

- To make a Lenten promise and take part in Lenten fundraisers.
- To learn about the different parts of Mass.
- To know that at the beginning of Mass we ask for God's forgiveness.
- To reflect on the readings in Mass and why we listen to them.
- To know that at the offertory we offer gifts to God.
- To appreciate that at the Consecration the bread and wine are changed into Jesus.
- To learn about St David, St Patrick and St Joseph on their feast days.
- To understand the events of Holy Week.

## Understanding of the World

### Science

- To name the physical properties of materials and sort them using these.
- To carry out an investigation, giving reasoning for a prediction and accurately observing and recording results on a table and graph.
- To investigate which materials are suitable for vehicle parts.

### History

- To order events chronologically.
- To know ways in which we can find out about the past and carry out research on Henry Ford, John Dunlop and John McAdam.
- To identify similarities and differences between ways of life in different periods.
- To compare old and new vehicles.

### Geography

- To carry out a traffic survey in the locality.
- To use aerial photos to recognise landmarks in our local area.
- To know and use 4 compass directions.

### Computing

- To use technology purposefully to create, organise and store digital content.
- To use technology purposefully to retrieve and manipulate digital content.

## Mathematics

- To use models to find the whole from two or more parts.
- To use models to find a part of a whole.
- To use model drawings to represent various concepts in addition and subtraction when solving problems.
- To know that multiplication is interpreted as repeated addition and as groups of items.
- To know the 'relating facts' concept can be used to find a more difficult multiplication fact using dot paper.
- To know that division is the inverse of multiplication.
- To know that multiplication is conceptualised as groups of items and as sequential numbers in the 'skip-counting' strategy.
- To be able to use concepts in multiplication and division to solve multiplication and division problems.
- To be able to compare and sequence intervals of time.
- To continue to learn the 2, 5, 10 and 3 times tables.