

English

- To oral retell and write the story 'Zeraffa Geraffa'.
- To draw and create a setting.
- To write a set of instructions using imperative verbs.
- To write free-verse poetry.
- To write a news report using the third person and the past tense.
- To use inverted commas.
- To use expanded noun phrases, fronted adverbials and conjunctions.
- To edit and improve our writing.

Maths

- To interpret a tally chart, a table and a block diagram.
- To draw and interpret a pictogram.
- To recognise 2D and 3D shapes.
- To count sides and vertices on 2D shapes.
- To recognise lines of symmetry.
- To sort 2D and 3D shapes based on their properties.
- To count faces, edges and vertices on 3D shapes.
- To make patterns with 2D and 3D shapes.

History

- To identify and describe the role of a monarch.
- To identify and describe the hierarchy of a society from the past.
- To describe what it was like to live in a different time period.
- To select and use historical terms such as year, decade and century.
- Speculate where an artefact is from, why it was made and who owned it.

Science

- To notice that animals including humans have offspring which grow into adults.
- To know the human life cycle and the stages of human life.
- To match offspring to their parents and notice how this differs between species.
- To explore the lifecycle of a chicken, frog and butterfly.



Year 2 Spring 2 Magnificent Monarchs

PSHCE

- To understand what we need to keep our bodies healthy.
- To understand what feeling relaxed is and what makes us relaxed.
- Understand how medicine works and how to use it safely.

RE

- Compare worldviews of people who follow different religions
- To understand that some people who don't follow a religion may also have worldviews.

Art and Design and Technology

- To know who Picasso was and his style of art.
- To describe similarities and differences between Picasso's collages.
- To practise collage techniques.
- To create a collage in the style of Picasso.
- To practise joining fabrics together by sewing.
- To make a hand puppet for a monarch's entertainment.

PE

- To develop coordination and technique when throwing over and underarm.
- To explore staying close to other players to try and stop them getting the ball.
- To develop skills to strike a ball.

Music

- To sing and improvise with the song 'helping each other'.
- To plan an instrument to the song 'music man'.
- To compose with the 'music man'.
- To sing and perform together.

Computing

- To understand that a computer can hold data
- To learn how to gather data
- To interpret and input own data into an application.