



English

- Punctuate sentences using apostrophes to mark singular possession.
- Punctuate sentences using apostrophes to mark contractions.
- To write free-verse poetry.
- Similes with like: *tall like a skyscraper, like a shining star.*
- Use some phrases and words that they come across in reading.
- To edit and improve our writing.
- Use time adverbs/adverbials other than first, next etc to move events on in narrative.
- Use first and third person consistently.



MATHS

- Calculate mathematical statements for multiplication and division with the multiplication tables and write them using the correct signs.
- Choose and use appropriate standard units to estimate and measure length/height (m/cm); mass (g/kg); temperature; capacity (ml/litres). Compare and order length, mass, volume/capacity and record the results using <, > and =.

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

1. People, including non-religious, can have beliefs and ideas about right, wrong, and what matters.
2. Everyone values different things, and asking questions helps us understand them.

DESIGN TECHNOLOGY

- Understand where food comes from and how fruit and vegetables contribute to a healthy, balanced diet using the Eat Well Plate.
- Develop knowledge of food characteristics and preparation, including identifying features, using sensory vocabulary, and preparing ingredients safely and hygienically.
- Apply the design process by designing, making, and evaluating a vegetable pasta dish against simple design criteria and intended purpose.

PE

- What it means to be in possession and their role as attacker or defender.
- How to move, pass, and mark to support teammates and stop opponents.
- How to use basic tactics and skills like sending, receiving, and chest/bounce passes to score or defend.

MUSIC

- Know that tempo is the speed of music and dynamics is how loud or quiet it is and can identify changes in both.
- Know how to sing songs, learn melodies and lyrics, add actions, and communicate meaning through expressive performance.
- Know how to improvise and respond musically, creating simple tunes and call-and-response phrases with others.

Computing

Know what a pictogram is and how to create one using computer.

Know when it is ok to share data and when it is not and name other ways data can be presented.

Know the benefits of different data collection methods and explain what a pictogram shows.