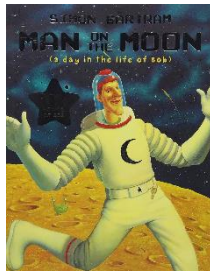




We are reading...



English – Stories by the same author/Non-chronological reports

- ♣ Use apostrophes for contracted forms e.g. don't, can't, wouldn't, you're, I'll.
- ♣ Use subordination for time using when, before and after e.g. We went out to play when we had finished our writing. When we had finished our writing, we went out to play.
- ♣ Use past tense for narratives, recounts and historical reports.
- ♣ Plan and discuss what to write about, e.g. story, collecting new vocabulary, key words and ideas.
- ♣ Write about fictional events.
- ♣ Develop stamina for writing in order to write at length.
- ♣ Proofread to check for errors in spelling, grammar and punctuation.
- ♣ Use present tense for non-chronological reports.
- ♣ Use past tense for historical reports.
- ♣ Plan and discuss what to write about e.g. text mapping, collecting new vocabulary, key words and ideas.
- ♣ Use specific text type features to write for a range of audiences and purposes e.g. to inform.
- ♣ Write about real events.
- ♣ Make simple notes from non-fiction texts, e.g. highlighting and noting key words.
- ♣ Edit and improve their own writing in relation to audience and purpose.

RE- Local Church - Community – Books

- Explore - Different books at home and at school
- Reveal - LF1 The Bible
- LF2 The Gospels
- LF3 The parish family listens to God's Word in the Gospel
- LF4 A story from the Gospel of Matthew
- LF5 Other books the parish family uses
- LF6 Using books to respond to the Mass.

Year 2 Spring Term 1

PE – Bounce Ball and Playground Games

- to demonstrate bouncing a ball with some control whilst moving.
- to demonstrate bouncing a ball and passing in a simple game.
- to demonstrate throwing a ball at a target with some accuracy.
- to demonstrate passing a ball and then moving into a space.
- To use a simple tactic in a game.
- to develop the skill of dodging/changing direction when playing a game of tig.
- to develop the skill of hopping when playing a game.
- to throw underarm with some accuracy.
- to demonstrate a side gallop.
- to catch a ball from the ready position.

Art - Printing Martha Zausmer

- To use a range of materials creatively to design and make product.
- Use a variety of techniques including mono printing, relief, press and fabric printing and rubbings in the development stages.
- Make marks in print using objects and basic tools and use these to create repeating patterns.
- When you create a patterned print, you're to first start with observational drawings and then draw/press onto/into a printing block or tile to print it.
- To create a repeated pattern of natural objects (leaves/trees) etc. in a four/six/eight square as a final piece.
- To know that there are two basic types of pattern in art: Natural Pattern and Man-made Pattern. Both natural and man-made patterns can be regular or irregular, organic or geometric, structural or decorative, positive or negative and repeating or random.
- To know that to efficiently print on paper/fabric, pressure must be applied onto the back of the printing tile/block using a printing roller.
- To know that detail and interest can be added to a printing tile by attaching fabrics etc. (string)

PSHE

Belonging to a group
Roles and responsibilities
Being the same and different in the community.

Maths

Shape - Sort 3D shapes, make patterns with 2D and 3D shapes

Money - count money, pence. count money - pounds (notes and coins), count money (pounds and pence) choose notes and coins, make the same amount, compare amounts of money, calculate with money, make a pound, find change, two step problems.

Multiplication and Division - Recognise equal groups, make equal groups, add equal groups, introduce the multiplication symbol, multiplication sentences, use arrays, make equal groups - grouping, make equal groups - sharing.

Music - Grandma Rap

- Compose 4-beat patterns to create a new rhythmic accompaniment.
- Chant Grandma rap rhythmically, and perform to an accompaniment that children create.
- Chant and play rhythms using the durations of 'walk' (crotchet), 'jogging' (quavers), and 'shh' (crotchet rest) from stick notation.
- Learn a clapping game to Hi lo chicka lo that shows the rhythm.
- Show the following durations with actions: 'walk' (crotchet) and 'jogging' (quavers).

History

- choose parts of stories and other sources to show what they know about significant people and events.
- use common words and phrases relating to the passing of time such as before, after, yesterday, past, last year, a long time ago.
- Use a variety of historical terms such as invention, discovery, explorer, king/queen, history, long ago.
- Demonstrate historical concepts and events through speaking, role play and picture stories.

Computing-

Spreadsheets

To use the totalling tools.
To use the 2Calculate equals tool to check calculations.
To use 2Calculate to collect data and produce a graph.

Questioning

-To show that the information provided on pictograms is of limited use beyond answering simple questions.
-to use yes/no questions to separate information
-to construct a binary tree to separate different items.

Science- Animals, including humans

Animals, including humans, have offspring which grow into adults. In humans and some animals, these offspring will be young, such as babies or kittens, that grow into adults. In other animals, such as chickens or insects, there may be eggs laid that hatch to young or other stages which then grow to adults. The young of some animals do not look like their parents e.g. tadpoles. All animals, including humans, have the basic needs of feeding, drinking and breathing that must be satisfied in order to survive. To grow into healthy adults, they also need the right amounts and types of food and exercise. Good hygiene is also important in preventing infections and illnesses.

Events

10th January - 9:15am - Whole School Mass
14th January 9:15am - Year 6 and Year 2 Mass
11th February - Safer Internet Day
11th February 9:15am Whole School Mass