



Mathematics

Count in 2s, 5s and 10s.
Multiply by grouping and writing repeated addition.
Solve simple multiplication.
Divide objects and numbers by sharing and grouping.
Use \times and \div symbols.
Find half and quarter of a shape.
Compare and order non-consecutive numbers.
Identify odd and even numbers.
Add numbers using a numberline.
Solve addition and subtraction problems by drawing own numberlines.
Use coordinates to find a given location.

P.S.H.E— Me & Growing and Changing

Celebrate achievements.
Recognise changes that can happen in life.
Discuss responsibilities of adults.
Recognise how people change as they get older.
Recognise the needs of older people.

Computing

E-safety: Identify different types of personal information in the online environment.
Create a program using an algorithm.
Debug a program.
Create a code.

Literacy

Read for meaning and answer questions on a text.
Apply phonic knowledge in reading.
Form and join letters correctly.
Spell an increasing range of high frequency words.
Write in full sentences.
Use adjectives, verbs, adverbs and connectives in writing.
Read and identify words of two or more syllables.
Write a character description.
Discuss and write poems.
Use non-fiction texts to find out information.
Plan and write stories.

Year 2 Term 3

Pirates: Dressing up day (P.T.O. for details)

P.E.

Dance: Change rhythm, speed and direction.
Perform a dance sequence.
Games: Use a range of skills to improve personal performance during circuit training.

Art & Design

Use different tools and mediums to create printing techniques.
Create patterns on fabrics.
Select materials to create a collage.

Science — Living things

Observe and answer questions.
Identify the basic needs of living things for survival.
Describe the importance of good hygiene.
Know the importance of healthy eating.
Recognise that animals have offspring that grow into adults.

History/Geography — Pirates

Find out about the lives of people from the past.
Use a range of historical vocabulary.
Describe the lives of famous individuals.
Describe life on board a pirate ship.
Make maps including using a key.

Music/Singing

Use a graphic score.
Play a simple pattern on tuned and untuned instruments.
Sing harmonies.
Sing in unison and in rounds with control of breathing and pitch.

R.E. What is the good news that Jesus brings?

Simply explain what Bible stories mean to Christians.
Explain what the 'Good news' means to Christians.
Give examples of how Christians put their beliefs into practice.



Literacy:

Please help your child to read, write and spell these words which we will focus on this term:

- barrel, cruel, fuel, gruel, jewel, shovel, travel, tunnel, towel, camel
- silly, happy, lucky, empty, cry, why, lady, lazy, smelly, try
- Homophones - there, their, saw, sore
- Adding suffixes: sad, sadness, happy, happiness, careful, hopeful, enjoyment, entertainment

Science:

The key words for this term are:

MoveRespireSensesGrowReproduceExcreteNutrition

clean, dirty, germs, bacteria,
sneeze, cough, healthy,
unhealthy, grow, develop,
diet, float, sink

Maths:

Please help your child to become familiar with the following words/symbols:

estimate, measure, more than, less than, compare, inverse, pounds, £, pence, p, grams, g, kilograms, kg, weigh, mass, half, $\frac{1}{2}$, quarter, $\frac{1}{4}$, three-quarters, $\frac{3}{4}$, odd, even.

Useful websites:

<https://www.clpe.org.uk/poetryline/poems/lost-lost-property-office> The Lost Property Office by Roger McGough

<http://www.dkfindout.com/uk/history/pirates/>

<http://www.st-crispkinsinfants.org.uk/>

<http://www.phonicsplay.co.uk/>

Pirate Fun Day

Weds 7th February

Wear pirate clothes to school