



Year 2
Spring 2
Healthy Me

ENGLISH

The Diary of a Killer Cat by Anne Fine

Continue to:

- Develop stamina for writing
- Use a range of punctuation for effect
- Spell common exception words correctly; use phonics to spell
- Write for a range of purposes e.g. leaflets, fiction, poetry

PE

Dance

- Change rhythm, speed, level and direction with control and co-ordination

MUSIC

Zootime: Reggae

- Pulse and pitch
- Listen and appraise

COMPUTING

Data Handling: Pictograms

- Identify different uses for technology

DT

Food and Nutrition: Making Pizza

- Understand the need for a varied diet and where food comes from
- Use a range of cookery techniques
- Design, make and evaluate a healthy pizza

GEOGRAPHY

Place and Knowledge: Local Area

- Name, locate and describe the 4 countries in the UK
- Use the 4 main compass points
- Use aerial photographs
- Use and make maps identifying physical and human features



History

Our local Area

- Understand different representations of the past by drawing comparisons
- Ask wide range of questions about the past using parts of stories and sources



Art

Collaging

The work of Brianna McCarthy

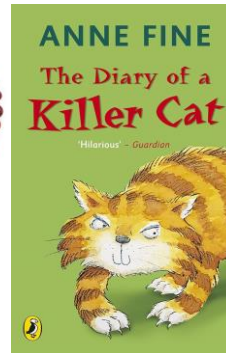
MATHS

Problem Solving

- Different contexts e.g. measures, money
- Choosing efficient methods
- Problems with more than one step
- Problems involving the four operations

Length and Height

- Using centimetres and metres
- Ordering and comparing lengths and heights
- Solving problems involving the 4 operations in the context of length and height



RE

Who is Allah and why do Muslims worship him?

- Know some of Allah's 99 names
- Understand the meaning of respect

PSHE

Healthy Me

- Compare healthy and unhealthy choices
- Explain how foods and medicines can be good for my body

VISITS & EXPERIENCES

- Local area - exploration
- Making Pizzas in school

SCIENCE

Animals including humans

- Know that animals have offspring that grow into adults
- Know and describe animals' basic needs
- Know the importance of exercise, hygiene and balanced diet for humans