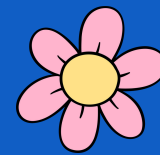


Year 2

Autumn 1

Science



Plants

- To know the names of a variety of plants in my local area.
- To understand how a plant grows from a seed
- To know which part of a plant is underground.
- To know the different parts of a flowering plant.
- To be able to identify plants based on their flowers.
- To be able to identify trees from their leaves.
- To understand the differences between trees.

PE

Dance - Remember some elements of dance and form short sequences.



Invasion Skills - Develop skills to travel with, send & receive a ball using different body parts and balls.



English

The place value of punctuation and grammar - basics of building sentences

Books

Little Red
Jim and the Beanstalk



Art



Pathway Explore and Draw

- That artists explore the world, seeing things around them in new ways.
- That we can go into our own environments and learn to see with fresh eyes and curiosity.
- That we can use the things we find to draw from, using close observational looking.
- That we can explore and use art materials.

RE



Creation

- Retell the story of creation from Genesis 1:1–2.3 simply.
- Recognise that 'Creation' is the beginning of the 'big story' of the Bible.
- Say what the story tells Christians about God, Creation and the world.
- Give at least one example of what Christians do to say thank you to God for the Creation.
- Think, talk and ask questions about living in an amazing world.

Maths

- Place value of numbers within 100
- Addition and subtraction of numbers within 100



History



Kings, Queens and Castles

- To understand how we know about the past.
- To understand why monarchs built castles
- To know about the life of a monarch of the past.
- To know where Queen Victoria lived.
- To know where Queen Elizabeth I lived.
- To understand who King William I was.
- To understand where kings and queens lived through time.

PSHE

Being me in my world

- Our Learning Charter
- Owning our Learning Charter
- Zones of Regulation
- Hopes and Fears for the Year
- Rights and Responsibilities
- Rewards and Consequences
- Rewards and Consequences

