

St Wulstan's Catholic Primary School
Year 2 Curriculum
Spring 2021

Subject	Content
RE	
English	<p>Reading Children will take part in reading activities every day. We will be placing a lot of focus on developing children's comprehension skills. Please ensure that you are reading with your child regularly at home and signing their reading record when you have done so. We do not expect children to be reading books in one night. The books children are bringing home are much longer and require more than a night of reading for children to really understand what they have read.</p> <p>Writing We will be using these texts as stimuli for our own writing and will produce several pieces of extended writing inspired by the stories over the term. We will be focussing on a number of objectives including using paragraphs to organise writing, creating simple characters, settings and plot in narrative writing, developing our use of a varied and rich vocabulary and editing and improving our written work.</p> <p>Spelling</p> <ul style="list-style-type: none"> • Children will follow the Read Write Inc. spelling program for Year 2. Children will be given spellings on Friday linked to the spelling rules being learnt that week. <p>Grammar Grammar objectives will be taught through the use of the text when appropriate. Grammar focusses for this term are:</p> <ul style="list-style-type: none"> • • using a past and present tense • • using subordination and coordination to extend sentences • • using expanded noun phrases to describe and specify
Maths	<p>Multiplication and Division</p> <ul style="list-style-type: none"> • Count from 0 in multiples of 2, 5, and 10 • Recognise, make and add equal groups • Make equal groups – sharing and grouping • Using arrays • Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables <p>Geometry - Shape</p> <ul style="list-style-type: none"> • Count faces, edges and vertices on 3-D shapes • Sort 3-D shapes • Make patterns with 3-D shapes <p>Fractions</p> <ul style="list-style-type: none"> • Recognise, identify and find halves • Recognise, identify and find quarters • Recognise, identify and find thirds • Recognise, identify and find three quarters • Identify unit fractions and non-unit fractions • Count in fractions
Science	<ul style="list-style-type: none"> • Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses • Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching. • explore and compare the differences between things that are living, dead, and things that have never been alive • identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other • identify and name a variety of plants and animals in their habitats, including microhabitats • describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food

Computing	<ul style="list-style-type: none"> • Understand what an algorithm is. • Create a simple computer program using algorithms. • Introduce selection in their programming by using the timer command • Introduce selection in their programming by using the repeat command • To understand de-bugging. • To understand the need to test and debug a program repeatedly • To debug simple programs
Creative Curriculum	<p><i>We deliver the following subjects through whole school topics and they are collectively referred to as the Creative Curriculum: Art and Design, Design Technology, Geography, History and Music. Each term the whole school follow a topic theme incorporating many curriculum areas with a focus on one of the Creative Curriculum subjects.</i></p> <p><u>Towers, Tunnels & Turrets and Muck, Mess & Mixtures.</u></p> <ul style="list-style-type: none"> • See the castle ahead? Get ready to invade its mighty walls! Shoot a projectile with an archer's aim! Head across the drawbridge, over the moat and up to the top of the tower. Meet Rapunzel who lives in a tall, tall tower. Let's build a brand new one. Whose is the tallest? Can you measure it? Then dig deep, deep down, making burrows and tunnels, just like the animals who live underground. What's that sound? I hear little hooves going trip, trap, trip, trap, over the rickety bridge. Watch out for the angry troll underneath. He likes to gobble up little girls and boys! Make sure your bridge is sturdy enough to take our weight and get us safely to the other side. And finally, meet three little pigs who need your help to build a strong fortress. Inside its strong walls they'll be safe from the big, bad wolf! No huffing and puffing will blow your fortress down • Let's get messy. Muck and mess are good. In fact, they're marvellous. Dive in and get your hands and feet all sticky and covered in paint. Play with liquids, squish some dough and check out the slushiest and mushiest foods. Pour, mix, stir, splat. How does it feel to get your hands covered in goo? Make a wobbly jelly and draw with wibbly clay. Write recipes, instructions, riddles and poems – there are loads of scrummy words to describe messy mixtures. Work with paint and other squelchy stuff to create a new gallery space. What will you make? How will you arrange it? How will the gallery make you and your visitors feel? Don't worry about the mess – it'll always wash.