Year 2-Spring 1-Castles

Maths – Measurement /Multiplication and division.

The children will learn to count money, calculate amounts and compare the pounds and pence. Children will learn about doubling and halving and use this to help them to share and divide. They will learn the 2-, 5- and 10-times tables using songs to help recall these facts.

English – Letters and Adventure Stories

Children will learn about writing letters by writing to Zog. They will then use the ideas in the book Meerkat mail to write an adventure story.





Science- Use of everyday materials

The children will learn to describe different materials, identify them and name their properties. They will compare and contrast the different materials and think about what their purpose might be. They will go on to investigate and test how waterproof different materials are.

Music- Football

Children will compose melodies and rhythms using percussion. We will then build in our own chants and lyrics.



History /Geography – Locations and Castles

In Geography children be learning locational knowledge including being able to name and locate the 7 continents and 5 oceans in the world. In History the focus will be events beyond living memory and looking at significant individuals. We will focus on castles and learn about the purpose and features of a castle and how they developed in medieval times. The children will look at similarities between them such as Warwick and other castles. Then learn about William the conqueror and how he changed England.



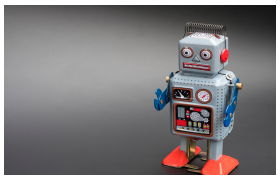
PE – Children will take part in dance, hockey, gymnastics and tag rugby. They will learn the skills needed for these team games and the different names of the movements in dance and gym.

RE- Where do people turn for guidance in life.

Children will understand where people from different backgrounds turn for guidance at difficult times in their life.

PHSE- Dreams and Goals

Children will learn to understand what a realistic goal is and think about how to build perseverance to keep trying when things get hard. This will be through discussion and role play.



Computing – Algorithms

Children will learn to programme a robot algorithm. This means we will learn to describe and use a series of instructions and predict the outcome of a program.

DT- Moving Pictures and sliders.

Children will identify slider and lever mechanisms and use what they have learned to make a moving picture.