

### Maths

Learning how to count in jumps of 2, 5, 10 and 3 from any number. We will be exploring patterns in number and the place value of each digit, in a 2 digit number.

Reading, writing, comparing and ordering numbers to 100 and beyond, as well as estimating and problem solving using our knowledge of number facts and number bonds to 10, 20 and 100.

Learning how to solve addition and subtraction problems in a variety of ways, using a variety of resources, both written and practical.

### English

Using non-fiction books to read, investigate and then write our own information in our chosen format.

Reading and perform poetry as a group, in partners and as a whole class using 'There Was an Old Dragon Who Swallowed a Knight' as a model. We will then use Talk4Writing as a tool to imitate, innovate and invent our own version to perform to our parents.

Planning and write stories of our own based on 'George and the Dragon,' as well as learning how to write for different purposes.

### Design & Technology

**L.I. To design, make and evaluate a castle using a wide range of materials and components.**

**L.I. To explore and use mechanisms in their products.**

### Music

Exploring medieval music to accompany our dance.

**L.I. To explore sounds that we can make with a range of tuned and un-tuned instruments.**

**L.I. To listen with concentration to a range of high quality music.**

### Geography

Looking at the location of different castles in the UK. Why were these areas chosen? What do they have in common?

**L.I. To use aerial photographs and plan perspectives to recognise basic human physical features.**

## **Year 2—Autumn 2018**

## **Turrets and Tiaras**

### Art

Making medieval themed props to create atmosphere in the classroom and for use at the banquet. These will include: designing and drawing our own castle, painting a shield and creating a collage in the style of Klimt.

**L.I. To use a range of materials creatively to design and make products.**

**L.I. To develop a wide range of art and design techniques in using colour, pattern, texture, line and shape.**

**L.I. To look at the work of a famous artist and make links to their own work.**

### Computing

**L.I. To understand, create and debug simple programs using Bee-Bots.**

**L.I. To use technology safely and respectfully when conducting our independent research.**

### History

Learning about King Harold and The Battle of Hastings.

**L.I. To investigate events beyond living memory that are significant nationally.**

### Science

Learning how to identify and classify materials, ask and answer questions and perform simple tests to explore the properties of materials.

Finding out about the different uses for materials and how materials can change shape through manipulation. Learning to explore our ideas and evaluate what we have found out. Making links to DT by discussing the advantages and disadvantages of different materials when making our junk modelled castles.

### RE

Creation, Harvest and Christmas.

### PE

Exploring simple movement patterns in dance and gymnastics, as well as developing balance, agility and co-ordination.

Learning and practicing the basic skills of throwing and catching, by moving in different ways such as running, skipping, jumping and using a variety of apparatus, before learning how to use these skills as part of a team or in a game situation.

### PSHE

Class Charter and taking part in team building activities.