

What are the physical and human features and differences between a city, town and village?

Wallisdean Infant School

Year 2 Spring 2020/21

History

Children will continue to build an overview of world history by studying the significance of Charles Dickens to Portsmouth. During National Week children will develop an understanding of Monarchy and Democracy to support their ability to communicate historically.



Computing

Children will develop their understanding of code. They will use the program 'scratch' to develop their understanding of what algorithms are and how they can specify their own user inputs (such as clicks) to control events and the nature of these events (eg single event or loop).

RE

Children will continue to develop an understanding of beliefs and teachings by learning about the celebration of Easter and why it is important to Christians. They will also understand how beliefs are conveyed by looking at the symbols surrounding Easter. Children will also be able to reflect and ask questions about puzzling aspects of life.

English

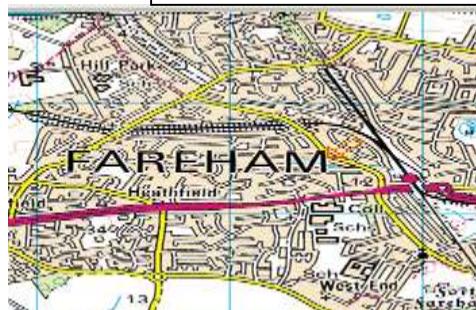
Children will continue to explore different genres of writing, through writing non-fiction fact files about Fareham, Portsmouth or Titchfield and through the use of the John Lewis advert as a stimulus.

Maths

Children will be recapping all operations (+, - x ÷) through the use of number lines, partitioning and word problems. All children will be encouraged to continue to develop a rigorous mental maths recall of facts to a quicker pace including their 2, 5 and 10 times table.

Art

Children will take some inspiration from the greats by exploring a local artist's impression of the Spinnaker Tower. They will then continue to master techniques such as adding white to a colour to make tints, using sponges to create print and colouring their own work neatly following the lines.



Diary Dates

Start of Spring 1: Monday 4th January

End of Spring 1: Friday 12th February

Half term holiday: Monday 15th February – Friday 19th February

Start of Spring 2: Monday 22nd February

End of Spring 2: Thursday 1st April

Gym

Children will continue to develop their practical skills by stretching and curling to develop flexibility and travelling by rolling forwards, backwards and sideways.

Science

Children will continue to develop their ability to work scientifically by asking simple questions and performing simple tests. By conducting experiments they will learn to gather and record data to help answer their questions, as well as use their own observations. They will build on their understanding of animals and humans by describing the importance for humans of eating the right amounts of different types of food. Children will also investigate materials by comparing the suitability of a variety of everyday materials for a particular job. They will also develop an understanding of how the shape of a solid object made from some materials can be changed by squashing, bending, stretching.

Design & Technology (D&T)

Children will develop their understanding of the design, make, evaluate and improve process by designing products that have a clear purpose and intended user (Money Matters). They will continue to master practical skills by demonstrating a range of cutting, shaping and joining techniques when building their own tower. They will use rolled up paper, card and straws as materials to help them to build their tower.

Geography

During this topic children will be investigating places and identifying the key features of a city, town and village and using aerial images to recognise landmarks and basic physical features. Children will continue to investigate patterns by comparing Portsmouth with Cape Town in South Africa and looking at the similarities and differences of the human and physical geography. They will develop their enquiry and map skills and ability to communicate geographically by learning how to construct a key and use simple grid references. Children will also continue to expand their use of geographical vocabulary (beach, coast, harbour, weather, and climate).

