

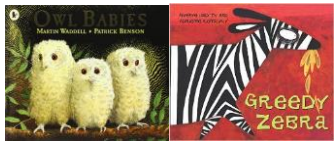
Literacy

Fiction -

Character descriptions.

Setting descriptions.

Retelling a familiar story.



Non-Fiction - Non chronological reports on nocturnal animals.

Displays

Outside classroom: Woodland and Living things and their habitats- Science and Literacy

Inside classroom: Woodlands/ Nocturnal animals.

Computing

- Children will try to work out how some simple Scratch games work.
- They also look at free online or open source games and share their favourite games with the class

Geography - Woodlands

- Name, identify characteristics of woodlands.
- Name, locate different habitats.
- Locate woodlands within the United Kingdom.
- Name & locate world's continents and oceans.
- Locating on maps/continents.
- Looking at seasonal weather/climate patterns
- Naming different types of animals and their habitat.

Art - Woodland and Africa

- Creating woodland scenes
- Watercolour paintings of Owls and African Animals.
- Colour mixing paint

D&T - Woodlands

- Make owl baby characters.
- Design, make and evaluate different nocturnal animals.

Science- Living things and their habitats.

- To understand the difference between items that are living, once living and have never lived.
- To understand that different animals have different diets
- To sort animals into food chains.
- To understand how animals are suited to their habitat.
- To identify different habitats within the local environment.



Year 2 Spring Term

PE

Totstars
Dance

Numeracy

Number - place value
Addition and subtraction
Symmetry
Division
Multiplication
Fractions
Measure- weight, capacity.
Solving word problems
Money
Arithmetic

PSHE

-Paths
-Understanding feelings

Trips/Visitors:

Educational Visit:

Horniman museum- animals and their habitats.