

## English:

This term we will be writing stories and discussion texts.

- Discussing familiar story themes in the stories read.
- Orally tell texts and use learnt structures in own writing.

Year 2:

- Using simple paragraphs to structure writing and using time connectives and other devices to link paragraphs together.
- Use a range of openers to make sentences interesting e.g. Shocked by... Suddenly... Racing through...
- Secure basic sentence with accurate use of capital letters and full stops.
- Develop more complex sentences using a range of connectives within and at the start of sentences.
- Use adjectives to add specific detail to writing.
- Use adverbial phrases to say when something is happening e.g. In the morning...
- Investigate where we can use commas in our writing other than in a list.

Year 1:

- Use simple sentence punctuation correctly.
- Write compound sentences using connectives such as and, but, because, until.
- Use other punctuation e.g. question and exclamation marks.
- Continue to practice reading and spelling keywords.
- Practice letter orientation and continue to develop cursive handwriting.

## Music

Our music topic this term is 'Feel the Pulse'. We will be learning to identify the beat and rhythms in different pieces.

## Art

This term we will be focusing on observational drawing, experimenting with line and tone.

We will be making 3D models of castles and using modelling materials such as salt dough to represent features seen on different buildings.

## R.E

Our focus this term is on Mothering Sunday. We will think about children who have grown up and left home but travel great distances to be with their mums on the special Sunday. We will think about the question, 'Does time make a difference as to how we feel about our mums?'

## Maths:

- Oral and mental counting and rapid recall strategies.
- Counting and properties of numbers.
- Place value and ordering.
- Understanding addition and subtraction.
- Money and real life problems.
- Measures and time.
- Shape and space.
- Reasoning about numbers.
- Handling data.
- Problem solving

## P.E.

Games will involve team activities developing our ball skills.  
In gym we will be working on balance; travelling on different body parts and linking two balances together.

## Science

During our health and growth topic we will be learning:

- That humans and other animals need food and water to stay alive
- That taking exercise and eating the right type and amounts of food help humans to keep healthy
- About the role of drugs as medicines
- That humans and other animals can produce offspring and that these offspring grow into adults.

We will be developing our scientific enquiry skills as follows this term:

- Asking questions
- Selecting equipment
- Making suggestions about how to carry out an investigation
- Fair and unfair testing
- Predicting.

*Is distance a time or a place?*



*Class 2  
Castles*

## TOPIC- CASTLES

HISTORY LINKS:

- Identify differences between ways of life at different times.'
- Use common words and phrases relating to the passing of time.'
- How to find out about the past from a range of sources of information.
- Learn about the way of life of people in the more distant past in Britain.

*Skills:*

- *Developing group work and relationships through play.*
- *Developing motivated and imaginative children through active learning.*
- *Developing children's speaking and listening skills.*
- *Developing creative thinking, encouraging children to experiment with materials and equipment.*
- *Encouraging children to independently define and solve problems; testing and refining ideas.*
- *Encouraging children to take responsibility for their own learning, that of others and the classroom.*

## French

- Greetings - songs and rhymes
- Colours
- Me and my family
- Instructions

## PSHE

Good to be

- Talking about myself
- Managing my feelings
- Standing up for my ideas
- Reflecting on our own behaviour

## ICT

During our castles topic the children will have plenty of opportunities to use the computers to word process pieces of work and use colour magic to make castle scenes.