Year 2 Autumn 1

What makes London a great city?

Key Vocabulary

City-a large important town usually with special rights given by a charter.

Landmark-an object that is easily seen in a landscape.

Compass-a device with a pointer that points to North, South, East or West.

Map-a plan of an area.

Life cycle-the series of changes in the life of a living thing. Reptile- a cold-blooded animal that has a backbone and very

short legs or no legs at all.

Animal-a living thing that can feel and usually moves about **Amphibian-**an animal (eg frog) that at first has gills and lives in

water but later develops lungs and breathes air.

Herbivore- plant eating

Carnivore- meat eating

Omnivore- eats both meat and plants.

Offspring- the child of an animal.

Young- offspring that has not reached adulthood.

Live young- offspring that has not hatched from an egg.

Our School Prayer

This is our school, Let peace dwell here, Let the rooms be full of contentment. Let love abide here, Love of one another, Love of mankind, Love of life itself,

And love of God.

Let us remember

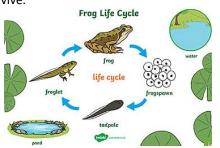
That as many hands build a house, So many hearts make a school.

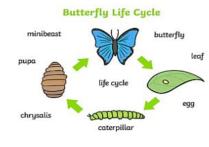




Science

We will be learning about animals, including humans. We will learn about different animals and humans by looking at lifecycles and thinking about what we all need to survive.





Geography

Let's explore London!

In this unit, we will be learning to locate London on a map and describe its location. We will learn to identify and describe a variety of geographical features in London. We will also learn to use compass points and use positional direction to navigate between London landmarks.



Why are some places special to people?

This half term, we will learn that Muslims follow the religion of Islam. We will know that Muslims worship in a mosque. We will learn about the commitment Muslims have to

Over this half term, we will be learning about online safety and effective searching. We will be learning to gain a better understanding of searching the Internet and to understand the terminology associated with the Internet and with online searching. We will also use digital technology to share work on Purple Mash to communicate and connect with others locally(in school).

Maths

During this half term, we will be learning to identify, represent and estimate numbers using different representations, including the number line. We learn to read and write numbers to at least 100 in numerals and in words. We will learn to partition numbers in different ways (for example, 23 = 20 + 3 and 23 = 10 + 13) We will also learn how to add and subtract and show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot.

R.H.E.

Me and My Relationships

We will be learning to recognise that people have different ways of expressing their feelings. We will find out what causes disagreements and how we can work them out with others positively. We will also be learning about what is meant by the terms 'bullying' and 'teasing'. We will also learn to describe ways to in which to deal with bullying behaviour.



Our art for this half term, will be linked to our geography topic and will be about London landmarks. In our lessons, we will learn about different types of buildings and we will then draw different London landmarks. We will be using different types of pencils to draw different lines and we will learn to use shading.

Music

This half term, we will listen and appraise songs about hands, feet and the heart. Songs that celebrate South African music. We will learn to find the pulse and clap back rhythms. We will also learn to find and play notes C & D on a glockenspiel.



This half term, we will be focusing on developing their understanding of what 'attacking' means and when and why we attack as a team during a game. We will also be developing their ball skills and learn to apply their knowledge and understanding of dribbling, passing and receiving in order to keep possession as a team and score a point.