



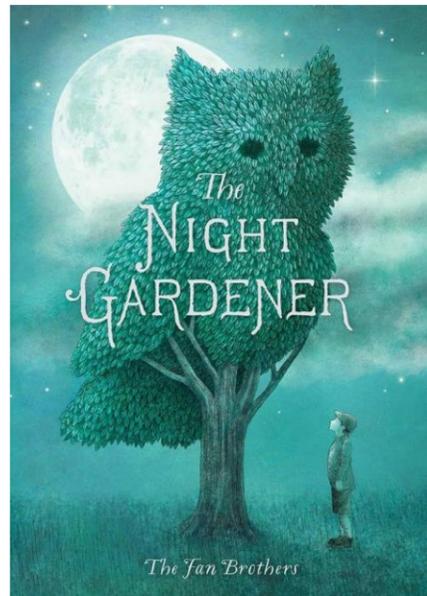
Year 2: Autumn 2

English

The Night Gardener by Eric Fan

Fiction: Setting Narrative

Non-Fiction: Recount (Diary)



Mathematics

Number: Place Value

Number: Addition and Subtraction

Geometry: Shape

Behaviour:

Be Ready

Be Respectful

Be Safe

School Values

Truth

Fairness

Justice

Joy

Science

Working Scientifically:

- asking simple questions and recognising that they can be answered in different ways
- observing closely, using simple equipment
- performing simple tests
- identifying and classifying
- using their observations and ideas to suggest answers to questions
- gathering and recording data to help in answering questions

Uses of Everyday Materials:

- Identify and compare the sustainability of a variety of everyday materials
- Find out how the shapes of solid objects made from some materials can be changed

Uses of Everyday Materials

Key Vocabulary	Definition
waterproof	Materials are what objects are made from.
suitability	Suitability means having the properties which are right for a specific purpose.
properties	This is what a material is like and how it behaves (soft, stretchy, waterproof).

Properties of Materials:

- wood:** hard, stiff, strong, warm, can be carved into any shape.
- glass:** waterproof, transparent, hard, smooth.
- plastic:** waterproof, strong, can be made to be flexible or stiff, smooth or rough.
- metal:** strong, hard, easy to melt.
- paper:** lightweight, flexible.
- cardboard:** strong, light, stiff.
- fabrics:** soft, flexible, some materials can be stretched, warm, shurken.
- rubber:** hard-wearing, elastic, bounces, can be strong.

Key Bible Passages:
The Angel visiting Zechariah - Luke 1:5-25

Religious Education

2.2: Christmas. Why was the birth of Jesus such good news?

Christian Values: Hope, Love, Faith

Key Vocabulary:
Elizabeth: A relative of Mary (the mother of Jesus), the wife of Zechariah and the mother of John the Baptist.
Zechariah: The husband of Elizabeth and father of John the Baptist.
Jesus: The son of God.
Mary: The mother of Jesus and wife of Joseph.
Angel Gabriel: The messenger who was entrusted to deliver several important messages on God's behalf.
Joseph: Jesus' father on earth and the husband of Mary.
Bethlehem: A town near Jerusalem. The birthplace of Jesus.

Christian Concepts:
Incarnation: The arrival of the Messiah, the Son of God, to rescue people and mend the relationship with God.

Key Knowledge:

- The birth of Jesus is good news. Christmas is a celebration of this good news.
- Angels are the bringers of good news.
- Angels brought the news to Zechariah, Mary and the shepherds.
- The Angel Gabriel brought Mary the good news of Jesus to Mary.
- Christians believe that Jesus is the saviour of the world.



Design Technology

Pouches

Textiles - Pouches

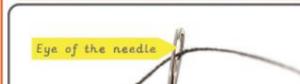
Accurate	Neat, correct shape, size and pattern with no mistakes.
Fabric	A natural or man-made woven or knitted material that is made from plant fibres, animal fur or synthetic material.
Knot	A join made by tying two pieces of string or rope together.
Pouch	A small bag made to keep objects safe and to be carried easily.
Running-stitch	A simple style of sewing in a straight line with no overlapping.
Sew	To join or fasten by stitches made using a needle and thread.
Shape	The form of an object.
Stencil	A shape that you can draw around.
Template	A stencil which you use to help you draw a shape more easily on to different materials.
Thimble	A small metal cap to cover and protect your finger when sewing.

Key facts

Remember to plan where your stitches will go on the pouch **template**.



When cutting the **template** out, be careful and as **accurate** as possible.



Remember to tie a knot at the other end of your thread before sewing. Ask an adult if you are stuck.

Here are some examples of sewn products:



Geography

The United Kingdom: Four Countries, One Nation

Human features are something people have built, like houses, roads, or castles.

Physical features are something natural, like rivers, mountains, or seas.

Vocabulary	
United Kingdom (UK)	our country made up of 4 smaller countries.
Country	a land with its own people and places.
Capital city	the main city where the government is.
Flag	a special design that represents a country.
Compass	shows direction (north, south, east, west).
Atlas	a big book of maps.
Island	land surrounded by water.
Sea	a large area of salt water.

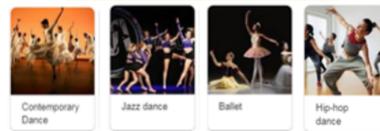


Physical Education

Dance

Key Vocabulary/skills	
Stimulus (KS1)	A thing (music, video, image) that leads to activity or action in someone. Usually a physical response.
Rhythm (KS1)	A strong or regular repeated pattern of movement or sound.
Sequence (KS1)	The particular order of movements.
Expression (KS1)	Actions that allow feelings and thoughts to be shown.
Complex (KS1)	Many different parts and actions together to form a dance.
Improvisation (KS2)	To create and perform without much preparation.
Mood (KS2)	The temporary feeling or state of mind (linked to dance/dance stimulus).
Phrase (KS2)	A short choreographic section that has an intention and feeling of a beginning and an end.
Transitions (KS2)	A movement, passage, or change from one position, stage, style, concept or place, etc., to another.
Rehearse (KS2)	To practise for intended later performance.
Compose (KS2)	Composing usually means on ideas, music or any kind of associations referred to the piece that is being created. E.g. Compose a dance to suit specific music or lyrics/story criteria.
Refine (KS2)	Make minor changes so as to improve or clarify.
Dynamic (KS2)	Dynamics are how the body is moving and this relates to speed, energy and flow.
Unison (KS2)	When more than one person performs a movement/action at the same time.
Staccato (KS2)	The act of stop/start movements, creating pauses in-between movements and transitions.
Canon (KS2)	Each dancer joins in with the lead dancer at various stages and all finish at the same time.
Motif (KS2)	A single movement or short phrase of movement which expresses the style or the theme of the dance. They are repeated, varied and developed.
Gesture (KS2)	The movement of face, body or limbs to express ideas and emotions.

Examples of styles of Dance



Evaluating and analysing performance

- Can watch, describe and discuss their peers' work.
- Can begin to identify different levels of performance and use simple subject specific vocabulary to describe and discuss what they see.
- Can describe and comment on their own performance and that of others and make simple suggestions to improve quality and performance.
- From observation of others can you begin to describe constructively how to refine, improve and modify performance? Refine own performance in response to comments of others and self analysis.
- Analyse the selected skills and techniques within the activity and suggest ways to improve the quality of performance demonstrating sound knowledge and understanding.
- Through effective analysis, identifying strengths and weaknesses, significantly improve quality of performance in their own and others' work.

Acquiring and Developing Skills

- Can copy, explore and perform basic actions in response to teacher led stimuli.
- Improves freely, individually and with a partner, can translate ideas from a stimulus into movement.
- Responds imaginatively to a variety of stimuli demonstrating a wide range of actions with precision, control and fluency.
- Can incorporate different dynamics and develop new actions with a partner and in a group.
- Can perform and create movement motifs in a variety of dance styles with accuracy and consistency.

Selecting and Applying Dance Skills

- Begins to choose and link basic actions appropriately.
- Chooses and links actions to create an expressive dance phrase which shows some creativity and link to the music.
- Compares, develops and adapts movements/motifs to create longer dance routines.
- Selects and uses a wider range of compositional skills to demonstrate their dance ideas in response to music.

Music

Music - Instruments (Musical storytelling)

tempo:
The speed of the music (fast or slow).

instrumental sound:
A sound produced by musical instruments.

dynamics:
The volume of a piece of music.

encore:
When the audience claps and asks musicians to play more music.

sound effect:
A sound created to represent something in a film, television programme or play.

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PSHE

Year 2 Celebrating Difference

Reflection

Do all boys have to be the same, and all girls have to be the same? How do you feel about this?

Are stereotypes fair?

Can a person be friends with someone who is different from them?

- Weekly Celebrations:**
- In this puzzle we will be celebrating people who:
- Include others when working and playing
 - Help others
 - Make others smile
 - Speak kindly to others
 - Give and receive compliments
 - Show respect for others

- Key Skills:**
- By the end of the puzzle, I will:
- Understand that it is good to be myself.
 - Understand that everyone's difference makes them special and unique.
 - Know where to get help if I, or someone else is being bullied.

Key Vocabulary:	
Stereotype	The belief that someone should act or behave in a certain way.
Similarities	Having a resemblance to something or someone.
Difference	Not the same as someone or something.
Diversity	Many different types of things or people included in something.

Key Knowledge:

We are all different. That's what makes us special.

Boys and girls can be similar in lots of ways and this is OK.

Boys and girls can be different in different ways and this is OK.

Bullying is when someone chooses to hurt someone else on purpose with his or her actions or with their words.

Bullying is REPETITIVE - which means it happens again and again. It can hurt us in many ways.

Computing

Unit 2.2 - Unplugged Algorithms

Key Vocabulary	
Algorithm	A step-by-step sequence of instructions to solve a problem or complete a task
Blocks	A block of code that can be slotted together with other blocks like jigsaw pieces
Bug	A mistake or problem in a computer program that stops it from working correctly
Code	Instructions given to a computer to do a particular task
Debugging	Finding and fixing mistakes or problems in a computer program
Repeat	When an action, event or task is carried out more than once
Sequence	A series of events or actions that are arranged in a particular order
Sprites	Small graphics or characters used in computer programs or games

LO: To build on their knowledge of what an algorithm is and how we can program computers to use algorithms.

Slime and the Big Problem

I can give instructions.

- Clap
- Spin
- Clap
- Click
- Right Hand Click
- Clap
- Left Hand Click
- Spin