

### Maths

- Multiplication and division - recall and use facts for the 2, 5 and 10 times table.
- Recognising odd and even numbers.
- Solve problems using materials, arrays, repeated addition, mental methods, multiplication and division facts.
- Statistics - interpret and construct simple pictograms, tally charts and block diagrams.
- Geometry - identify and describe the properties of 2D shapes and recognise lines of symmetry.
- Fractions - To recognise, find, name and write fractions of a length, shape, set of objects or quantity.
- Write simple fractions and recognise their equivalent fraction.
- Measurement - choose and use appropriate standard units to estimate and measure length/height (m/cm), mass (kg/g), temperature and capacity.

### Writing

- Summarise what they want to say, sentence by sentence.
- Write down ideas and key words, including new vocabulary.
- Proof-read to check for errors in spelling, grammar and punctuation.
- Write for different purpose including non-fiction writing.
- Write poetry and read it aloud with appropriate intonation to make the meaning clear.

### Reading

- Discuss and clarify the meaning of words, linking new meanings to known vocabulary.
- Predict what might happen on the basis of what has been read so far.
- Discuss our favourite words and phrases.
- To be introduced to non-fiction books that are structure in different ways.

### P.E.

- Swimming for Year 2 starts Tuesday 24<sup>th</sup> April.
- Team building skills
- Developing throwing, catching and ball skills.

### Our learning gems!

#### Amethyst

We will be developing our  
Co-operation - learning with a partner, to take turns in sharing and listening.



### Wriggle and Crawl



### Religious Education

#### Easter

- Retell the story of the women at the tomb and the story of Thomas.
- Ask and respond to questions about the experiences of the disciples.
- Look in more detail at the symbols connected with Easter.
- Learn about the Paschal Candle.

### Art and DT

- Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
- Use a range of materials creatively to design and make products.
- Use knowledge of camouflage to design and make 3D models of a mini beast.
- Make an army of ants using egg boxes.
- Create detailed sketches of mini beasts.

### Science

- Identify and name a variety of plants animals in their habitats.
- Find out about and describe the basic needs for animals to survive.
- Notice that animals have offspring which grow into adults.
- Match baby and adult mini beasts.
- Find out how a mini beast's appearance can help it avoid being eaten.

### Computing

- Internet safety
- Creating and debugging programs.
- Understanding what algorithms are and how they are implemented as programs on digital devices.
- To use technology to create, organise, store, manipulate and retrieve digital content.