

<h3>English</h3> <div style="display: flex; justify-content: space-between;"> <div style="width: 30%;"> <p>Phonics</p> <p>Phonics will be taught daily to Y2 members of the class using the multisensory Monster Phonics Programme. Graphemes and common exception words, learnt earlier in the year, will be reinforced. Children will bring home supporting reading books that are linked to their current phonics level to develop fluency and comprehension.</p> </div> <div style="width: 30%;"> <p>Writing</p> <p>We will take inspiration for writing from a wide variety of fiction and non-fiction texts using the "Writing Root" from Literacy Tree curriculum.</p> <p>Quality texts will be shared and aspects of the writing skills discussed and practised before application in independent writing.</p> </div> <div style="width: 30%;"> <p>Reading</p> <p>We will develop reading comprehension with children in Years 3 and 4. This will be through guided reading and group comprehension lessons using the "Literacy Leaf" from the Literacy Tree curriculum scheme of work.</p> </div> </div>		<h3>Art & Design</h3> <p>Drawing: Developing drawing skills</p> <p>Children will use their observation skills to describe specific shapes, textures or patterns in objects. They will learn the four rules of shading and will practise these techniques to improve their accuracy. They will also use mark marking to show texture and details.</p>	
<h3>Maths</h3> <p>Year 2</p> <p>Number Fractions – recognise and find three quarters $\frac{3}{4}$; count in fractions to one whole</p> <p>Measurement Time – hours, days, months and years, telling the time to the hour, half and quarter hour, 5- minute intervals and finding durations</p> <p>Statistics — draw and interpret tally charts, pictograms, block diagrams and tables</p> <p>Shape Position and Direction — use the language of position; describe movement and turns</p>	<p>Year 3 and Year 4</p> <p>Number Decimals – tenths as fractions and decimals; hundredths as fractions and decimals; halves and quarters as decimals; compare and order decimals, round decimals to the nearest whole</p> <p>Measurement Mass and Capacity — measure in grams, kilograms, millilitres and litres; compare mass; add and subtract mass, capacity and volume</p> <p>Measurement Time — hours, days, months and years, telling the time to 5- and 1-minute intervals, digital time, use am and pm, convert between analogue and digital time and finding duration</p> <p>Geometry — identify and compare angles; know types of triangles and quadrilaterals</p>	<h3>Computing</h3> <p>Coding</p> <p>Children will explore timers, the repeat command and the importance of nesting code. They will build up to using design documentation to code a program.</p> <p>Spreadsheets</p> <p>Children will learn the basics of using spreadsheets with 2Calculate, focusing on how to enter, organise, and manage data in rows and columns.</p>	
<h3>Design & Technology</h3> <p>Cooking and nutrition: Eating seasonally</p> <p>Children will learn about seasonal foods and how climate affects where food grows</p> <p>They will use their understanding to create a seasonal food tart.</p>	<h3>Science</h3> <p>Living Things and Their Habitats</p> <p>Explore and compare the differences between things that are living, dead, and things that have never been alive</p> <p>Identify that most living things live in habitats to which they are suited</p> <p>Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify</p>	<h3>PSHE</h3> <p>Economic Wellbeing</p> <p>This unit provides an introduction to creating a budget and learning about the emotional impact of money and what might influence our spending choices. Children will also understand that there is a wide range of jobs available and that skills and interests can lead people to certain jobs.</p>	<h3>Music</h3> <p>Body and Tuned Percussion Theme: Rainforest</p> <p>To identify structure and texture in music</p> <p>To create musical rhythms using body percussion</p> <p>To create simple tunes</p> <p>To build and improve a composition</p>
<h3>Geography</h3> <p>The Amazon</p> <p>Name some countries where rainforests are found and label a map</p> <p>Find the Equator on a map</p> <p>Describe what the weather is usually like in a tropical climate</p> <p>Name the four layers of a rainforest</p> <p>Find out more about one animal living in a rainforest</p> <p>Describe some similarities and differences</p> <p>Learn what deforestation means</p>	<h3>Physical Education</h3> <p>Orienteering</p> <p>To work cooperatively as part of a team</p> <p>To understand different points on a map</p> <p>To participate in team games solving problems with others</p> <p>Volleyball</p> <p>To watch the ball as it travels</p> <p>To react quickly</p> <p>To send the ball accurately</p>	<h3>Science</h3> <p>Living Things and Their Habitats</p> <p>Recognise that living things can be grouped in a variety of ways</p> <p>Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment</p> <p>Recognise that environments can change and that this can sometimes pose dangers to living things</p>	<h3>Religion & World Views</h3> <p>How are religion and worldviews shaped and expressed through art and architecture?</p> <p>Can a building represent a theological idea?</p> <p>How are ideas about Allah represented in Islamic art and architecture?</p> <p>How does an artist share their worldview</p>