



YEAR 2 TERM 3

Wonders of the World

MATHS

Money

- Count money – pence, pounds (notes and coins); Choose notes and coins; Make the same amount and compare amounts; Calculate with money; Make a pound; Find change; Two-step problems

Multiplication and Division

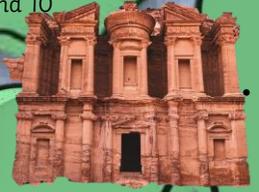
Recognise, make and add equal groups; The multiplication symbol and making multiplication sentences; Using arrays; Make equal groups – grouping and sharing; 2 times-table: Divide by 2, doubling and halving; Odd and even numbers; 5 and 10 times-table: Divide by 5 and 10



GEOGRAPHY

Wonders of the World
What are some of the wonders of the world?

- What amazing places do we have in the UK?
- What are the seven wonders of the modern world?
- Where are our oceans?
- What is amazing about Canterbury?
- Can we map Canterbury's amazing places?



ENGLISH

Description

Diary

Non-chronological report

Poetry: Performance poetry

Revolting Rhymes by Roald Dahl

Poems Not To Be Missed by Susan Hill



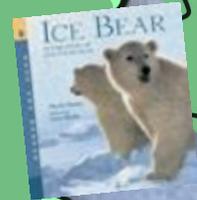
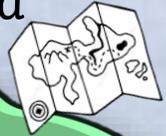
SCIENCE

Biology – Plants (Light and Dark)

- Exploring plants
- Plant parts
- What do plants need to grow?
- Exploring how plants are affected by light and dark

Biology – Living Things and Their Habitats

- Habitats in the local area
- Polar habitats
- Desert habitats
- Ocean habitats
- Woodland habitats
- Microhabitats



PHONICS

FFT Success for All Phonics: GPCs for reading and spelling.

Year 2 Routes to Reading

Spelling With the Jungle Club

Please support your child with reading at home 😊



WE ARE READING..

Lots, the Diversity of Life on Earth by Nicola Davies
The Day The Crayons Quit by Drew Daywalt
Clever Polly and The Stupid Wolf by Catherine Storr
Bats Love the Night by Nicola Davies
Walk With a Wolf by Janni Howker
Tigress by Nick Dowson
Ice Bear by Nicola Davies



KEY DATES

Monday 5th January: Start of Term 3
 Thursday 12th February: Last day of Term 3
 Friday 13th February: Staff development day





YEAR 2 TERM 3

Wonders of the World

MUSIC

Inventing a Musical Story

Music can help us to tell a story and express feelings. It can be loud, soft, fast or slow, smooth and connected, or short and detached.

Instruments with different sounds can help tell a story and different emotions.

Social Question: How Does Music Make the World a Better Place?

Musical Learning: Singing and listening;. Play, improvise and compose using : C, D, E, F, G, A, Bb, B

ENRICHMENT

Fieldwork: Mapping features of Canterbury from a local walk

Build the Wonders of the World using a range of resources



R.E

How do we know some people feel a special connection to God?

Identify how the Christmas story symbolises that Jesus is special.

Investigate why Guru Nanak is seen as special from birth within the Sikh worldview. Identify how some people know that others are special using stories.

Understand that some people believe certain children are special by exploring a Hindu story.

Understand why Muhammad is special to some people through exploring a story. Investigate a story that shows Jesus as special for some believers.



P.S.H.E

Dreams and Goals

- Achieving realistic goals
- Perseverance
- Learning strengths
- Learning with others
- Group co-operation
- Contributing to and sharing success



P.E

Gymnastics

Developing fundamental movement skills: travelling balancing, rolling, jumping Exploring simple sequences of different actions, moving safely, changing direction and speed.

Dance

Moving confidently and safely; fundamental movement skills, linking ways of travelling to create short dances.

ART

Travelling Tales

We will be looking at the work of artists David Hockney, Yayoi Kusama, Tom Schulten and Aboriginal art and talking about landscapes and maps, patterns and mushrooms!



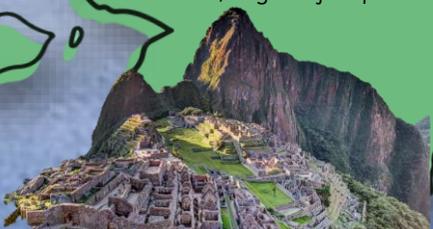
COMPUTING

Coding

Algorithms, collision detection, using a timer, different objects and buttons, debugging

Online Safety

Searching and sharing, emails, digital footprint



D.T

Mechanisms: Making a Moving Monster

Exploring levers, linkages and pivots through existing products and experimentation, using this research to construct and assemble a moving monster.

