

Suave Words

- Thrill
- Aspire
- Boast
- Dire
- Tempt

Design and Technology: Design and Make a Space Buggy

- Evaluate existing moving vehicles.
- Understand and use technical vocabulary.
- Plan and label a moving vehicle design for a space explorer.
- Select and justify parts to use.
- Assemble
- Evaluate

Forest School

- Cooking pancakes on the fire.
- Weeding, digging, and preparing the ground for planting.
- Planting seeds in the vegetable patch.
- Investigating habitats and considering things we can do to look after and improve these habitats.

Maths

- Use arrays.
- Apply the 2, 5 and 10 times tables.
- Divide by 2, 5 and 10.
- Doubling and halving.
- Odd and even numbers.
- Measure in centimetres (cm) and meters (m).
- Compare length and height.
- Order length and heights.
- Complete measure word problems.
- Compare mass.
- Measure in grams (g) and kilograms (kg).
- Compare volume and capacity.
- Measure in millilitres (ml) and litres (l).

PE

- Dance
- Tag Rugby
- Netball/Basketball

PSHE: relationships

- Family relationships.
- Understand that many families are different, and most people value their families.
- Friendships and conflict.
- When is a secret a good secret?
- Trust and appreciation.

Science: Living Things and Their Habitats

- To compare the differences between things that are alive, used to be alive and have never been alive.
- To find and name some plants and animals in a local habitat and explain how they depend on each other.
- To use a food chain to show how animals get their food.



Curriculum Map: Year 2 Spring 2 The Space Race

Computing: pictograms

- To begin to understand what the term data means and how data can be collected in the form of a tally chart.
- To learn the term 'attribute' and use this to help organise data.
- To present data visually using software.
- To use data presented to answer questions.

Religious Education: Jesus as 'saviour' & Easter

- Christians believe Jesus as Saviour.
- Easter symbols.
- The Easter Garden.
- The Christian story of Easter.

French: Les Formes (Shapes)

- To learn how to recognise and recall ten different shapes.
- To consolidate numbers 1-10.

English

- To read, discuss and perform a range of space poems.
- To innovate and write a space poem.
- To be able to identify features of and write a portal story.
- To describe a fantasy world using expanded noun phrases.
- To identify and write compound nouns.
- To apply spelling rules for using the suffix -ing.
- To identify singular possessive apostrophes.
- To plan my own fantasy portal story.
- To apply spelling rules for using the suffix -ness.
- To infer meaning from an illustration.
- To apply spelling rules for using the suffixes -er and -est.
- To use role-play to generate ideas for persuasive sentences.
- To use a variety of sentence types.
- To use emotive language.
- To use superlatives and comparatives.

History: Space Race

- Recall facts about events in living history
- Say why people may have acted the way they did.
- Ask and answer questions about the past.
- Order a set of events.
- Question the reliability of evidence.

Music: Recorder Karate Unit

- Learn how to blow gently into a recorder and hold it properly.
- Learn to play BAG and read these notes on the staff, with accurate rhythm.
- Progress through karate belt levels of songs.