



THERE'S NO FULL STOP TO LEARNING

Year Two

Term Spring 1 2024

Topic: Inventors

Our vision is to enable children to become lifelong learners by creating a safe and inclusive learning environment that nurtures individuality and enhances potential

PE

Games

- Multiskills
- Ball games
- Striking games

Science

Electricity

- What needs electricity to work?
- Which machines use batteries?
- How are batteries used?
- Investigating and experimenting with electrical circuits
- Making and using switches in electrical circuits
- Conductors of electricity
- Wild electricity
- Static electricity
- Electricity safety

Sustainability Goal – Affordable energy

PSHE

- Respecting Self and Others – how does behaviour affect others?

Computing

- 2Type to practise typing
- Navigate Busy Things independently
- Use PowerPoint to create a presentation

English

We will use the Mrs Armitage books by Quentin Blake as inspiration.

- Planning stories – **include interesting vocabulary, drawing upon books that have been read**
- Writing stories – **proof read writing when finished and make simple additions and revisions to improve writing**
- Writing about real events that have happened – **Use present and past tense accurately**
- Description of characters and settings in stories – **use adjectives, noun phrases and similes**
- Report writing about significant inventors and inventions – **write clearly, checking that all writing makes sense**
- Instructions for new inventions – **capital letters and full stops, using or, and, but, when, if, that, because to join clauses**

Skills and Knowledge

Maths

Shape: Recognise and use mathematical language to describe 2D and 3D shapes; draw 2D shapes accurately using rulers and centimetres; lines of symmetry in 2D shapes; sorting 2D and 3D shapes; making patterns with 2D and 3D shapes.

Money: Recognising coins and notes; counting money – pence; counting money – pounds (notes and coins); counting money – notes and coins; selecting money; making the same amount; comparing money; finding the total; finding the difference; finding change; two-step problems.

Music

- Rhythm and dictation

RE

- Know about the festival of Sukkot
- Consider why it is important to remember and learn from people in the past
- Consider the importance of sharing
- Know about the Mezuzah and that it contains the Shema
- Know about the Torah
- Know that the Synagogue is the Jewish place of worship
- Know about the Jewish festival of Hanukah
- Vocabulary to learn: Mezuzah, Shema, Hanukkah, dreidel, latkes

History

- Find out about significant inventions in history that have contributed to national and international achievement – bicycle, electricity, light bulb, carbon filament in lightbulb, motor car, traffic lights, steam train
- Find out about significant inventors – Leonardo Da Vinci, Alexander Graham Bell, Einstein, Lewis Hammond Latimer

Art

- Drawing bicycles – **draw things observed**
 - Zig-Zag collage – **make collages by folding, crumpling and tearing materials**
 - Steam trains in style of William Hogarth – **try out different tones using pencil, chalk or charcoal**
 - Drawing and painting in the style of Quentin Blake – **paint things I have seen, remembered or imagined**
- DT
- Making electrical toys and games

Spanish

- Food and drink – likes and dislikes