








Year Two - Spring Two Curriculum Intent

Animals



Walter Values

 Respect	<p>Respecting animals and plants in their habitat.</p> <p>Sir David Attenborough's respect for the natural world.</p>
 Empathy	<p>Showing empathy for others when discussing things or people that have died in Science and RE.</p>
 Kindness	<p>Being kind to ourselves; thinking about how we are healthy and how to relax and allow time for ourselves.</p>
 Honesty	<p>When evaluating our pop-up cards in DT to have an honest and critical approach. Discussing honesty and its importance when reading Shifty McGifty and Slippery Sam.</p>
 Resilience	<p>Showing resilience when practising and developing our dance routines in PE.</p>

Intended Additional English Coverage





<p>Sir David Attenborough Researching a famous living person from history Asking questions and composing different sentence types Writing with coherence and organising texts</p>
<p>Tilda Tries Again Writing with coherence using time words Writing in the past tense using the -ed suffix</p>
<p>World Book Week Activities based on the chosen text Writing with coherence and using different sentence types</p>
<p>Shifty McGifty and Slippery Sam Wanted posters using adjectives Using command sentences to write recipes Narrative writing - writing with coherence and using time words to sequence</p>
<p>The Day the Crayons Quit Independent Writing Task</p>

Intended Additional Mathematics Coverage















<p>Fractions Finding halves, quarters and thirds of numbers using arrays Solving problems involving fractions</p>
<p>Addition and Subtraction Addition - using the bubble and partition method Subtraction - using an efficient method for subtraction</p>
<p>2D and 3D Shapes Naming and describing the properties of 2D and 3D shapes Drawing, building and making 2D and 3D shapes</p>
<p>Patterns and Directions Repeating patterns – identifying and creating a repeating pattern Using mathematical vocabulary to describe position, direction and movement Clockwise and anti-clockwise turns (right angles, quarter, half and three-quarter turns)</p>







PSRHE and RE

<p>Jigsaw PSRHE</p> 	<p>Discovery RE</p> 
<p>Healthy Me Being Healthy and Relaxed Medicine Safety Healthy Eating Happy, Healthy Me!</p>	<p>Christianity – Easter & Resurrection How important is it to Christians that Jesus came back to life after His crucifixion?</p>











Subject Key

English 	Maths 	Science 	PE 	PSRHE 	Computing 
RE 	History 	Geography 	Art 	Music 	DT 

Subject Connectors

Subject	Connector
	As dancers, we are performing movements with technique, control and balance.
	As scientists, we are learning about being healthy.
	As enquirers, we are learning about the importance of Christian's believing that Jesus came back to life.
	As scientists, we are finding out what makes something living. We are learning about animals and natural habitats.
	As designers, we are using paper and card to construct a 3D product.
	As coders, we are learning to write algorithms and debug.

Skills and Knowledge

Subject	Skills and Knowledge	Curriculum Coverage
<p style="text-align: center;">PE</p> 	<p>Space Dance</p> <ul style="list-style-type: none"> • Moving in time to music • Performing dance movements • Moving with control and coordination • Performing dance routines with good control, balance and coordination 	
<p style="text-align: center;">Science</p> 	<p>Animals</p> <ul style="list-style-type: none"> • Identifying and categorising things as dead, living or never been living • Understanding that all living things must have 7 life processes (MRS GREN) • Understanding and creating food chains to show the transference of energy • Understanding that all living things live in a habitat that can provide safety, food and shelter • Learning about the characteristics of animals and plants that make them adapted or suited to their environment or habitat • Life cycles - understanding that all living things start as a baby, seed or smaller version of themselves 	
<p style="text-align: center;">DT</p> 	<p>Creating a Pop-Up Habitat</p> <ul style="list-style-type: none"> • Learn how to make different types of pop-ups using paper • Design and make a 3D pop-up habitat using paper and card 	
<p style="text-align: center;">Computing</p> 	<p>Coding - Next Steps (PurpleMash - Chimp)</p> <ul style="list-style-type: none"> • Creating simple algorithms • Giving instructions to a computer and making things happen on screen • Timing events on screen • Using a repeat command 	
<p style="text-align: center;">Music</p> 	<p>Music and Colours</p> <ul style="list-style-type: none"> • Play tuned and untuned instruments • Create and select sounds when playing instruments • Select sounds to represent colours 	

Subject Concepts

