

English



- **Fiction:** Stories from familiar settings, traditional tales, creative writing linked to Science/History
- **Non-fiction:** Writing instructions, non-chronological reports
- **Poetry:** List poems

Maths

- Place Value
- Recognising patterns in numbers
- Addition and Subtraction
- Money
- Multiplication and Division



Science



Animals including Humans

- Identify parts of the human body, explain their job and be able to describe the parts of the body associated with senses.
- Name a variety of common animals including fish, amphibians, birds and mammals.
- Explain the differences between herbivores, carnivore and omnivores.

Seasonal Changes

- Observe changes across the four

History



Changes within living memory

- Changes in their own lives and the way of life of their family and others around them (parents/grandparents)
- Changes in aspects of national life

Year 2

Autumn 2024

Ourselves

How has life changed for children within and beyond living memory?

How has Bidford – on –Avon changed?

Geography



Our local area

- Use simple fieldwork and observational skills to study the geography of their school, its grounds and the key human and physical features of its surrounding environment

Art - Portraits



- Learn about portraits, and use different materials and techniques when making their own
- Explore the work of Pablo Picasso, Paul Klee, Henri Matisse and Andy Warhol

Topic day/trips

Tuesday 12th November

Village study – a trip around Bidford

R.E.



What do Christians believe?

- Understand what Christians believe about God and about Jesus as the Son of God.
- Look at stories about Jesus and stories that Jesus told

P.E.

- Gymnastics
- Multi skills- ball sports



Design & Technology

- **Sliders and levers** – moving pictures



Music



- Ocarina
- Hey You- old school hip hop rap

Other activities

- Forest school



Computing



Key board skills

- Learn basic keyboard skills
- Create a digital card

PSHE

- Tying shoelaces
- Washing hands
- Protective Behaviours
- Jealously

