

CLASS: PUFFIN

YEAR GROUP(S): 2



The entry point is an activity for children that begins each unit of work and provides an exciting introduction to the work that is to follow. The entry point will introduce the children to the letter/ encyclical. Talk and reflect on what struck us and what we want to find out and do about what we have learnt.

ENTRY POINT

HOME LEARNING

Year 2 children are expected to complete a short homework task each week in addition to regularly reading at home and practising their spellings. These tasks will be identified on a worksheet and explained clearly to the children each week.

PARENT ENGAGEMENT

If you can, talk with your child about the things you do at home to help look after the wonderful world we live in.

If you have a particular passion or interest in environmentally friendly campaigns or programmes and if you would like to share these with us. If you have any comments or queries about your child's work, please get in touch.





TERM: AUTUMN

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HISTORY	GEOGRAPHY	SCIENCE	PSHE	PE
Be able to use key words and phrases relating to the passing of time Be able to order events and objects into a sequence Be able to identify differences between their own lives and those of people who have lived in the past Be able to find out about aspects of the past from a range of sources of information.	Be able to discuss seasonal weather patterns Be use geographical terms Be able to follow directions and use a compass. Be able to make maps and plans of real places, using pictures and symbols Be able to conduct research about their topic. Be able to write simple directions for a journey. Be able to discuss why we use certain forms of transport using geographical language.	Be able to pose simple scientific questions Be able to identify ways of finding out about scientific issues Be able, with help, to conduct simple investigations Use equipment, observe what happens, offer explanations, make comparisons and identify patterns Record and communicate their observations	New beginnings Behaviour for learning Safety Education Child Protection SAY NO! Drugs Education: Medicines, legal drugs, Illegal drugs, risk-taking, behaviour, Feeling safe, Anti-bullying, Road Safety Class THRIVE	Be able to perform simple activities with control and coordination Be able to repeat and develop simple actions Be able to apply movements in sequence
DESIGN AND TECHNOLOGY	ART AND DESIGN	LANGUAGES	INTERNATIONAL, NATIONAL, LOCAL COMMUNITY LINKS	TRIPS
Be able to plan what they are going to make Be able to describe their plans in pictures and words Be able to use simple tools and materials to make products Be able to comment on their own plans and products and suggest areas of improvement	Use a range of materials creatively to design and make products. Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination. Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space Learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and aking links to their own work	French	Be able to respect one another's individuality and independence Be able to work with each other where appropriate	St Marys Church Barnstaple – Experience Pentecost Exmoor Zoo - looking after God's creatures \ science



LEARNING ACROSS THE CURRICULUM (BASIC SKILLS THAT NEED RIGOROUS AND SYSTEMATIC REAPPLICATION)					
ENGLISH	MATHS	E-SAFETY	COMPUTING		
See English medium term plan	See Maths medium term plan	See long term planning grid	See long term planning grid		
See writing in contexts below	Be able to use logical reasoning to				
	find a toy/sequence objects	Be able to use technology safely and	Know about some of the applications		
Key Skills:	Be able to use dates/time	respectfully, keeping personal	of computing in everyday life		
Be able to read fluently	Be able to problem solve (fitting toys	information private	Be able to use computers to present		
Be able to listen and respond	in/solving jigsaws)	Know where to go for help and	information		
critically to texts of all kinds in order	Links to science:	support when concerns about	Be able to enter, save, retrieve and		
to access ideas and information	Be able to record scientific data	content or contact on the internet or	revise information		
Be able to talk clearly and	Links to DT:	other online technologies arise.			
confidently about thoughts, opinions	Be able to measure accurately				
and ideas	Key Skills:				
Be able to listen carefully to others	Be able to use numbers and				
Be able to write, present and	measurements to support both				
broadcast a range of ideas, in a wide	accurate calculation and an				
variety of forms and with awareness	understanding of scale				
of different audiences and purposes	Be able to interpret mathematical				
Be able to communicate my ideas	data				
Be able to analyse, evaluate and	Be able to use mathematics to justify				
criticise a range of uses of language	and support decisions				
in order to draw out meaning,	communicating using mathematical				
purpose and effect	language, symbols and diagrams				
	Be able to represent and model				
	situations using mathematics				



WRITING IN CONTEXT

Finding out and writing about the world Fact files/descriptions about the worlds resources Similarities/differences writing Creating a postcard/poster Questions to answer Placing materials in a venn diagram/table/quiz Writing about data Reviewing/evaluating work Making lists and mind maps Writing instructions about how to play a game/care for a toy



Rules for a game/toy Creating word banks Linking text to a picture Labels and captions Timelines Links to eco-friendly scheme

