

Magnificent Machines

Year 2, Spring 1

As scientists:

We will learn to identify and name a variety of plants and animals in their habitats, including microhabitats, and describe how animals obtain their food from plants and other animals using simple food chains. We will also be exploring and comparing the differences between things that are living, dead, and things that have never been alive.

Key vocab: reproduce, excrete, respire, habitat, microhabitat, survive, producer, consumer

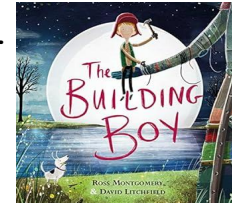


As writers:



We will be looking at the book 'Taking Flight' to inspire our information texts about the Wright Brothers. We will be looking at features of information texts such as headings, subheadings and use of the 5ws.

We will then be using 'The Building Boy' to learn about narrative writing, with a focus on writing effective sentences to tell a story. We will be looking at features such as adjectives, adverbs, conjunctions and alliteration.



As mathematicians:

Money:

- Recognise and use notes and coins
- Understand pounds and pence
- Compare and calculate with money
- Find change

Multiplication and division:

- Recognise, make and add equal groups
- Make equal groups by grouping and by sharing
- Arrays
- Using the multiplication and division symbols
- 2x, 5x and 10x tables
- Odd and even numbers
- Doubling and halving



As historians:

We will be learning about the history of flight, with a focus on historically significant events and people including the Wright Brothers, Bessie Coleman, Amelia Earhart and the moon landing. We will be using timelines to place significant events.

Key vocab: inventor, lifetime, timeline, beyond living memory, sources



Other

RE: Muslim beliefs and practices

French: naming shapes.

PE: ball skills and target games

PSHE: working together; financial capability

Music: Singing

Computing: robot algorithms

Art and DT: 'Steampunk robot sculpture' and machines with moving mechanisms, inspired by Leonardo da Vinci