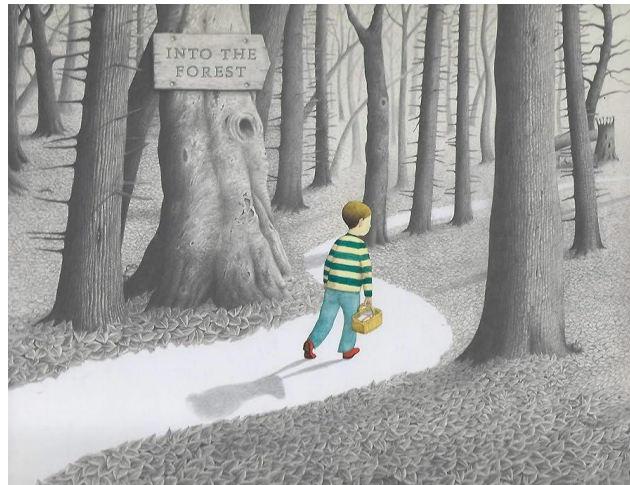## Science:

- To name and categorise animals that live in a pond.
- To create a habitat for a minibeast.
- To identify that animals, including humans, have offspring.

Emotional Health:

- What stops me from learning?
- What is problem solving?
- How can I help a partner?
- How can we improve our school environment? Who or what can help us with this?

Social action campaign: We Go Green.

My Place in Society – Social Action Project (Spring Clean)

Culture:

Arts: To know 3D art models are called sculptures.

Beliefs: What can stories teach us about peace?

Year 2 – Spring 2

Into the forest.

Maths: Multiplication & Division

- Recall and use multiplication for the 2, 3, 5 and 10 multiplication tables.
- Solve problems involving multiplication and division, including problems in contexts.
- Show that multiplication of two numbers can be done in any order (commutative)
- Write statement multiplication (×) and equals (=) signs.
- Use symbols and letters to represent unknown quantities.
- Half numbers up to the value for 100.
- Group and share numbers and quantities.
- Recall and use division for the 2, 3, 5 and 10 multiplication tables.
- Write statement division (÷) and equals (=) signs
- Solve problems involving multiplication and division, including problems in contexts,
- Use symbols and letters to represent unknown quantities.

Physical Health:
Throwing & catching

English:

Reading

- To use my background knowledge to make connections about a text and my personal experiences.
- Read aloud books closely matched to their improving phonic knowledge, sounding out unfamiliar words accurately, automatically and without undue hesitation.
- To make an informed prediction.

Grammar

- To fluently demarcate sentences with capitals, full stops and question marks.
- To write in the present tense.
- To use apostrophe for omission.

Communication:

- To use theme vocabulary in a sentence.
- To move to the beat of the music.
- To link a combination of movements together.
- To give an idea to improve a performance.

Coding:

- To create a flow chart.
- To predict the outcome of an algorithm.
- To use the REPEAT command to perform an action.
- To debug an algorithm.