

# Year 2 Curriculum Information

## THE TWITS

### Literacy

#### **Key text: The Twits**

- Read class text together. Make predictions about what might happen, explore characters thoughts and actions through hot seating, express likes and dislikes.
- Understand character development. Make predictions based on an understanding of a character's personality.
- Write a new chapter for the story detailing another trick to be played.
- Keep a diary of the story from the point of view of either Mr Twit or Mrs Twit.
- Use drama and freeze frames to explore stories in greater depth..
- Write a poem and read / perform it for the class.
- Learn to use apostrophes for possession.

#### **Non-Fiction Texts**

- Look at how information is set out in non-fiction books. Write an information leaflet about the different characters and animals encountered in the story.
- Research information about life and climate in different continents of the world.

#### **Reading**

- **Read books at home three times each week and discuss what has been read.**
- Read at school individually, in groups and as a class; annotate text and pictures to show understanding, read passages to inform a drawing, gather information through research, follow simple instructions, infer information from the cover and character actions, make predictions based on what has already been read, comment on writers use of language and its effectiveness.
- Read the class story and comment on the language used by the author.

### Numeracy

- **Know by heart and use multiplication and division facts for the 2,3, 5 and 10 multiplication tables.**
- **Recognise the place value of each digit in a two digit number (tens and ones) and 3 digit number (hundreds, tens and ones).**
- **Know by heart; number bonds to 10, 20, quickly calculate bonds to 100, know halves and doubles to 20.**
- **Use a range of written strategies to solve addition, subtraction, multiplication and division problems including remainders.**
- **Share quantities using practical equipment, find a half, quarters, thirds fifths and tenths of values and shapes.**
- Solve problems involving measure
- Apply number knowledge to solve word problems and to carry out maths investigations such as 'What is the perimeter of the school?'
- Go over and consolidate areas of the curriculum that children are least confident in as identified by assessments.

### Geography / History - Mapping Skills & Significant Persons

- Compare and contrast the continents of the world.
- Use directional language and compass directions.
- Learn about significant individuals from the North East and their lasting impact on the world eg Lord Armstrong.

### Computing - Uses Beyond Our School

- Revise E-Safety and correct, safe use of equipment in school.
- Identify how computing is used in the world.
- Use computers to edit photos and understand all images in magazines are not real.
- Use computers to create music
- Use green screen effects and know how they are used in movies.

### PE – Skipping / Athletics

- Develop balance agility through skipping and SAQ activities.
- Develop and improve running technique for both speed and stamina..
- Learn how to throw longer distances and with greater accuracy.

### Science – Materials and Adaptation

- Look at the properties of different materials and understand how & why they are used in the world around us.
- Carry out simple investigations to find the answer to problems such as ' how could we protect a fragile object that was dropped from a height?'
- Understand that we need exercise to stay healthy.

### ART & DT – Design useful products

- Study characters in Roald Dahl books
- Make sketches of defining features.
- Combine ideas to create a t-shirt or shoe design the reflects the character chosen.
- Using properties of materials, colouring skills and joining techniques make / decorate the clothing.
- Annotate and review designs throughout the process

### Music

- Play the recorder in time with music using the notes BAGC and D
- Compose and create music using percussion instruments and using computer software.