

# Year 2 – Curriculum Information – Vikings

## Literacy

### **Class text Viking at School by Jeremy Strong**

- Read class text together. Make predictions about what might happen, explore characters thoughts and feelings through hot seating, express likes and dislikes.
- Develop use of description adding detail with adjective choice.
- Learn how formal letters are set out. Write a letter of complaint.

### **Non-Fiction Texts**

- Identify the features of information texts such as headings, subheadings, captions, font types, contents pages etc.
- Research information about Vikings, then use the information to complete tasks.
- Write a set of instructions for a science experiment.

### **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.
- Learn poems and Viking songs.
- Learn about Vikings through Sagas.



## Numeracy

- Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables.
- Recognise the place value of each digit in a two digit or three-digit number (hundreds, tens, ones).
- Learn and recall number bonds to 10 and 20.
- Derive multiples of 10 that total 100.
- Find half and double of numbers up to 20
- Measure length accurately to the nearest cm.
- Tell the time to the nearest 5 minutes.

## Topic – Vikings

- What is a Viking and where did they come from?.
- Learn about Viking ships.
- Learn about Viking Gods.
- Find out what life in Viking times was like.
- Write using Viking runes.
- Shade using pencil to create different tones.
- Map out the areas where Vikings came from.
- Make a Viking longboat.

## I.C.T

- Revise E-Safety and correct, safe use of equipment in school.
- Use key search to research information relating to Vikings.
- Use art packages to design a Viking.
- Use a word processing package to write about Vikings.

## PE – Multi-Skills / Invasion Games

- Practice throwing and catching
- Improve core strength and balance
- Use throwing and catching skills in invasion games such as Tag Rugby.
- Develop an understanding of how exercise keeps us healthy.

## Science – Materials and their properties

- Test the strength of materials by loading until failure.
- Discuss the properties of different materials and how they are used for specific purposes.
- Experiment with different objects to see which float/ which are waterproof.



*Mr Donnelly*