

### Mathematics

Addition and subtraction with two digit numbers e.g.  $43 + 24 =$   
Missing numbers problems e.g.  $43 + \underline{\quad} = 50$   
Revise times tables  
Solving word problems with one and two steps  
Tackling reasoning challenges.  
Looking at reading increments on scales eg.  
Temperature, capacity and volume.  
Recapping properties of 3D shapes.

### Science

Identify and name carnivores, herbivores and omnivores  
Identify and name a variety of plants and animals in their habitats  
Notice that animals, including humans, have offspring which grow into adults  
Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene.  
Animal study – link to English

### English

Narrative: Adventure story writing, Myths – Rudyard Kipling 'How the leopard got his spots'  
A day in the life of my favourite animal  
News writing and using 'better words' – turning our writing from 'snoring boring' to 'exciting writing'!  
Non-fiction~ animal fact file writing, writing non-chronological reports.  
Links to science – recording investigations  
Poetry~ Ronald the rhino – rhyming words

### Geography

Use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage.  
Locate the countries, flags, geography of favourite animals and their locations/ habitats all over the World.

## Year 1 and 2 Amazing Animals!



### Physical Education

Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities.  
Practising athletics and ball skills ready for Sports Day!

### Religious Education

Compare and explore other religions including Sikhism and compare to the religions previously studied.  
Explore a range of religious stories and sacred writings and talk about their meanings.  
Discuss how teachings effect everyday life for Sikh children.

### I.C.T

Understand what algorithms are  
Create and debug simple programs  
Use logical reasoning to predict the behaviour of simple programs.

### Important dates

**Yr 2 SATs 17<sup>th</sup> – 23<sup>rd</sup> May**  
**Year 1 phonic check week commencing 10<sup>th</sup> June**  
**20<sup>th</sup> June Year 1 and 2 trip to Shepreth Wildlife Park**  
**Fri 21<sup>st</sup> June Science Day**  
**Sports Day 11<sup>th</sup> July**

### D&T / Art

To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.  
Observational drawings of creatures in wildlife area  
Evaluate their ideas and products against design criteria.  
Select from and use a range of tools and equipment

### Music

Exploring instruments and recognising symbols; exploring timbre, tempo and dynamics.