

What we are learning in Year 2 this half term (Autumn 1)

Subject	Content	How you can support at home
Maths	- Place Value-Numbers to 20, partitioning numbers and comparing numbers - Addition and subtraction - Adding and subtracting 1s, adding across a 10, 10 more and 10 less - Subtracting two 2digit numbers	- Counting games: Count objects (toys, fruit, steps) forwards and backwards up to 20. - Make numbers: Use pasta, Lego, or coins to show numbers (e.g. 14 = one group of 10 + 4 ones). - Compare numbers: Pick two numbers and ask, "Which is bigger? Which is smaller?" - Real-life maths: Add and subtract during everyday life: "You have 7 grapes, if you eat 2, how many are left?" - Dominoes/dice: Roll two dice, add them together, then try subtracting one from the other.
English	Writing our own action stories, looking closely at: - What a sentence needs to make sense - Nouns - Verbs - Adjectives Writing our own instruction texts, looking closely at: - Commands - Sequencing instructions in the correct order - Giving specific information	- Encourage simple sentence writing with the correct punctuation. - Think of synonyms for verbs (eg instead of run choose race, sprint, jog etc) - Encourage children to write a set of instructions to complete a daily task or make a small craft.
Phonics	- Read the following in words: - eigh aigh ey ea eight straight grey break - kn gn knee gnaw - mb thumb - ere eer here deer - dge bridge - y crystal	Practice this half term's spellings regularly (again, beautiful, call, eye, friend, hour, improve)
Science	- Explore the properties of everyday materials. - Explore what is meant by a 'habitat' and identify how it provides for certain animals. - Observe the stages of plant growth.	- Explore non-fiction texts about materials, plant growth and habitats. - Give children the opportunity to help look after any house plants and note the changes as it grows.
Geography/History	This half term we are focusing on Geography. Using maps, atlases and globes to identify and locate continents, oceans, UK countries and capital cities.	- Identify human and physical features when out and about. - Plan a simple route using compass directions to navigate around the house/garden.

	• Begin to spot human and physical geographical features in our local environment.	
DT	• Explore and taste foods belonging to different food groupings including dairy, carbohydrates and proteins • Design make and evaluate our own healthy wrap.	• Encourage children to help when preparing foods/snacks. • Discuss which foods belong to each grouping (carbohydrates, protein etc)
Art	• Use charcoal to create different marks when drawing • Describe how objects feel and experiment with adding texture to our own drawings	• Encourage creative drawings with a range of media including charcoal, chalk, pencils, felt-tips etc.
Religious Education	This half term our focus question is 'What is it like to belong to a Christian religion in Nottingham today?' • What does 'belonging' mean? • Which groups do we belong to and how can we show this? • Symbols of Christianity	• Encourage children to ask questions about faith and begin to express their ideas and opinions in response. • Promote the importance of respect when discussing faiths
Music	• Explore pitch and tempo when creating music • Experiment with call and response to create music • Explore how different sounds are used to represent a scene.	• Encourage children to describe what they like/dislike about music they hear at home/on the radio.
Computing	• Understand what is meant by 'IT' (information technology), how it is used in school and the benefits of it. • Explore how data can be organised and recorded using IT and the benefits of this.	• Encourage children to stick to the 'healthy habits' when accessing online/electronic technology • Refer to Digi Daisy poster
Relationships and Health Education	• Understand the difference between a 'bystander' and an 'upstander' Speaking out • Looking after the environment	• Discuss who to talk to if you are feeling worried or upset • Talk about why we recycle