**English**

**What:** to write a story with a familiar setting and recurring literacy language.

**How:** Listen to a variety of stories with familiar settings. (On my way home and Sailing to Galapagos, Oliver who was small but mighty)

**Drama**

Use and to connect sentences.  
Plan a story using a story plan.  
Use capital letters and full stops.

**Handwriting**

Units: Year 1 Term 2 Unit 1.  
Focus: Correct punctuation – statement, question, exclamation. Expanded noun phrases.

**Grammar and Punctuation**

**Year 2 – Autumn 1**

**Land Ahoy.**

**Literacy**

- New beginnings: Safety.  
- What: What are you good at.  
- How: Visit to a church, understand Christian symbols and practices for belonging.

**Maths**

**Number**

- Order numbers, read and write numbers, place value.

**Mental Maths**

- Solve problems using number facts addition and subtraction.

**Mental Math**

- Move in clockwise and anti-clockwise.

**Partition**

- Numbers into 10s and 1s.

**Put a selection of numbers in order for smallest to largest.**

**Science**

**forces and movement**

**What:** to identify and compare different everyday materials.

**How:** Sort a range of materials.  
Investigation – say what is waterproof.  
Say what materials float and sink.  
Find out how different materials can change shape when manipulated.

**PE**

- Gymnastics games

**What:** Gymnastics  
**Unit F**

- Rocking and Rolling  
- Val Sabin

**Games:**

- Unit 1 Yr 2 Throwing and catching, inventing games

**Val Sabin**

- Direction – N, S, E, W

**R.E.**

**What:** What do Christians do inside the Church?  
**How:** Visit to a church, understand Christian symbols and practices for belonging.

**Music**

**What:** listen to sea shanties and sounds of the sea.

**How:** Link to stories.  
Experiment with instruments to make sounds of the sea.  
Perform sea shanties, free verse.

**PE**

- **Rocking and Rolling**

**Val Sabin**

- **Direction – N, S, E, W**

**Art/DT**

**What:** Develop a wide range of art and design techniques.  
**How:** Draw a story using a story plan.  
Use capital letters and full stops.

**Computing**

**What:** use different ICT equipment for direction – predict.  
Use technology purposefully.

**How:** Use floor mats and beebots to navigate around large scale mats.  
Following predicted routes.  
Record sea shanty/ video science experiment.

**Geography**

**What:** study maps  
Identify four countries and capital cities and surrounding seas.

**How:**  
Plan own journey on a map.  
Make simple sketch maps to show the location of each sea.  
Draw simple treasure map with a key.

**History**

**What:** significant people

**How:** research and learn about Christopher Columbus, and modern sea explorer Ellen MacArthur

Look at the countries they discovered and the routes they took.

**Music**

**What:** listen to sea shanties and sounds of the sea.

**How:** Link to stories.  
Experiment with instruments to make sounds of the sea.  
Perform sea shanties, free verse.