Year 2 Autumn Term 1 2016

Geography Learning Challenge: What would Dora the Explorer find exciting about our town?

LC1 Where could I take Dora on a special outing in our town?
LC2 Why would Dora need to know my postcode to find my house?
LC3 Where could I take Dora for a special holiday in the United Kingdom?
LC4 How would *Dora use her map to find her way to school?
LC5 What would appear on Dora's map of our town?
LC6 How can we create paintings from our photographs of special places in our town?
LC7 Reflection: How could Dora use our town in one of her TV adventures?

Art and Design Learning Challenge: How can we turn that photograph into a painting?

LC1 What makes a good photograph and what will we choose as a subject?
LC2 Can we use software to improve our photographs?
LC3 Can we sketch our photographs?
LC4 What colours can we see in our photographs and can we make some of them by mixing paints?
LC5 What is the effect of adding black or white to different colours?
LC6 Which painting techniques will we use to complete our pictures?

Science Learning Challenge: Could you be the next Lightning McQueen?

LC1 Why were we not born with wheels?
LC2 Why does a wheel or a ball help us to move faster?
LC3 How can you create a model that will move on its own?
LC4 What can you find out about different ways that people travel?
LC5 How can you take the song 'The wheels on the bus' and turn into a rap using your new knowledge?
LC6 Reflection: Can you put together an ICT presentation of you have done on making things go faster and slower?

PE

Throwing and catching skills

Football skills

RE Unit 2.1 The Bible: Why is it such a special book?

Why is the Bible special?
Why does the vicar/minister think that he Bible is special?
Which Bible stories do you enjoy? Why?
Who uses the Bible? Why?
The Bible is in two parts which are different. Why/how are they different?

Computing

Unit: We are astronauts
This unit will enable the children to:

- Have a clear understanding of algorithms as sequences of instructions
- Convert simple algorithms to programs
- Predict what a simple program will do
- Spot and fix (debug) errors in their programs
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Computing Skills
Copy and paste

- Can they then save another picture onto the same page by moving the cursor down?
- Can they format a picture to 'tight', so they can move the picture around?

English

Stories with Familiar settings- Not Now Bernard Oscar got the Blame

Letter writing

SPAG- Connectives (and, but, or) Nouns, capital letters and full stops, verbs, suffixes, verb subject agreement, questions and commas in a list.

Maths

- Number and Place Value
- Addition and Subtraction,
- Money
- Counting, multiplication and sorting