

Year group: 2		Term: Autumn 1
Subject	Strand	Unit of work title / Overview
English	<i>Reading</i>	An intro to VIPERS & definitions / developing comprehension skills.
	<i>Writing</i>	Entertain: Paddington – character descriptions, story settings, story organisation.
	<i>Phonics/Spelling</i>	RWI baseline assessments & Year 1 recap. CEWs Year 1 and Aut 1. Core words – numbers, colours.
	<i>Grammar</i>	4 sentence types. Word classes (noun/verb/adverb/adj) conjunctions.
	<i>Punctuation</i>	Simple sentences - Capital letters and full stops. Intro to question marks and exclamation marks.
Maths	<i>Mental calculations</i>	Number bonds to 10 and 20. Counting to 100.
	<i>Written calculations</i>	Representing numbers and objects to 100.
	<i>Units of work</i>	Place value and addition and subtraction.
Science	<i>Working scientifically</i>	Conditions plants need to germinate and grow.
	<i>Units of work</i>	Plants
Spanish	<i>Units of work</i>	Learning greetings and basic conversational vocabulary, such as ‘My name is...’, ‘How are you?’, ‘I am feeling...’
Geography	<i>Units of work</i>	Where in the world? inc. continents, oceans, atlas/globe, weather.
Art/D.T.	<i>Artist</i>	DT
	<i>Units of work</i>	Structures - Link to Paddington Texts. The children help Paddington by making him a new chair. They explore the strengths of different 3D shapes and learn whether corners make a shape stronger or weaker. When designing the chair, they consider Paddington’s needs and what aesthetics he may like.
Music	<i>Musician</i>	John Williams and Hans Zimmer.
	<i>Units of work</i>	Singing simple songs in a small range. Singing chants and rhymes. Exploring simple patterns.
RE	<i>Units of work</i>	Welcoming New Life How can we welcome new life and how do different religions do it?
Computing	<i>Units of work</i>	Digital literacy - privacy and security online. How to stay safe online.
PE	<i>Units of work</i>	Story/theme lessons. Developing social skills through team games.
PSHE	<i>Units of work</i>	Developing positive relationships. The importance of sleep.