



Curriculum Half Termly Overview



Street Detectives

Year group - 2

Term - Autumn 1

Becoming street detectives		
English text types	SPAG	
<p>Core text: Tyne and Wear folk tales - Adam Bushnell</p> <p>Week 1-4: The smartest giant in town. Text type: cumulative/ change. Focus: character/ speech. Children enjoy and learn verbally the story as well as adding actions. Emphasising the main parts and adapting them to create their own story.</p> <p>Week 5-6: Get rid of giants. Text type: Persuasion - Children understand the key features of a persuasive text and use this to create their own persuasion of their choice.</p>	<p>Unit 1 Ready to write</p> <ul style="list-style-type: none"> Using a capital letter for names of people, places, the days of the week, and the personal pronoun 'I'. Capital letters for names and for the personal pronoun I. Learning how to use both familiar and new punctuation correctly. How to make sentences. Joining words and joining clauses using 'and'. <p>Unit 2 Commas</p> <ul style="list-style-type: none"> Learning how to use both familiar and new punctuation correctly. Commas to separate items in a list. <p>Unit 3 Word Classes</p> <ul style="list-style-type: none"> Learn how to use expanded noun phrases to describe and specify. 	<p>Demarcate sentences:</p> <ul style="list-style-type: none"> Capital letters Full stops Question marks Exclamation marks <p>Identify, understand and use nouns and verbs in their writing. Subject/ verb identification. Expanded noun phrases for description and specification. Embellished simple sentences using adjectives. VIPERS - vocabulary, infer, predict, explain, retrieve and sequence.</p>
Maths	Tables and Mental Maths	MFL
<p>Week 1-3: Place value - understand the digits in a - digit number I.e. 25, the 2 is 2 sets of tens (20) and the 5 is 5 ones. Use base ten, Numicon and place value charts to represent numbers up to 50. Compare numbers using pictures, symbols and words as well as use vocabulary like greater than, less than and equals to.</p> <p>Week 4-6: Addition and Subtraction - adding 2 digit numbers using a range of methods. Use objects, pictures, numbers and words. Recap on number bonds to 10.</p>	<p>x2, x5 and x10 tables</p>	<ul style="list-style-type: none"> Little Learners. Children learn how to say hello, goodbye in Spanish. Learn a few Spanish songs.
Science	Computing	PSHE
<ul style="list-style-type: none"> Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses. Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching. 	<ul style="list-style-type: none"> Key Skills: 2publish Organise, store, manipulate and retrieve data in a range of digital formats. 	<ul style="list-style-type: none"> Being me in my world - understand the importance of themselves and self-esteem. Understand the value of working cooperatively with others and listening to others ideas. To treat people fairly and with respect. Create a class charter underpinning the respective ethos of the class.
RE	History	PE
<ul style="list-style-type: none"> Why is the Bible special to Christians? Look at a range of Bibles and discuss the contents. Talk about what is special to themselves and how the special object / memories make you feel. What can we learn from the story of St Cuthbert? Learn about St Cuthbert and the importance of his teachings to Christians. 	<ul style="list-style-type: none"> Significant historical events, people and places in their own locality. Children to discuss with their family their past and how Horden has changed in their parents / grandparents lifetime. Look at significant buildings and structures in Horden and find out about their past as well as the changing community. 	<ul style="list-style-type: none"> 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. Play 'piggy in the middle' understanding the different skills and roles of individuals throughout the game.
Art	Music	
<ul style="list-style-type: none"> Use a range of materials creatively to design and make products. Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination. Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. Learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work. Produce creative work, exploring their ideas and recording their experiences. Evaluate and analyse creative works using the language of art, craft and design. 	<ul style="list-style-type: none"> Keep a steady pulse in a group and solo with musical accompaniment; demonstrate at least 2 different time signatures (3/4 and 4/4). Rhythm Repeat back longer basic rhythms (at least 2 bars); performing notation (using crotchets, quavers and minims). Melody (and notation) Sing back short melodies that use around 3 pitched notes; Perform from rhythmic notation including crotchets and minims. Active Listening Identify where elements change (e.g. music gets faster or louder); replicate these changes in a simple performance. Composing Repeat back longer basic rhythms from memory (at least 2 bars) and add imitations of the rhythms. Performing Play longer phrases on untuned percussion instruments and body percussion. Singing Sing simple songs and folk songs in rounds. 	