

## Science

### **Living Things and their Habitats**

We will be:

- Classifying things by living, dead or never lived.
- Matching living things to their habitats
- Explaining how a specific habitat provides for the basic needs of things living there
- Naming some different sources of food for animals and explaining a simple food chain
- Drawing and labelling a food chain

## Year 2

### Spring 2



### Changes to the Seaside

## Humanities

### **History**

We will be:

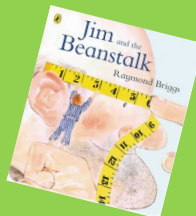
- Learning about Grace Darling and what her life was like.
- Discussing why we remember Grace Darling and why she is a significant individual.
- Describing how seaside holidays have changed since the Victorian times to the modern day. What was life like living in a seaside town in the past?



## English

We will be:

- Creating a character profiles using a range of expanded noun phrases
- Writing a postcard to recount events from one character's point of view
- Retelling the story of Jim and the Beanstalk
- Writing to persuade Jim as to whether he should go up the beanstalk or not



### Key dates for your diary

Visit Cruddas Park Library: TBC

World Book Day: 05.03.26

School closed for staff training day: 20.03.26

School brakes up: 02.04.26

### Physical Education (PE)

The focus for our PE lessons are:

Invasions Games & Fundamentals

### Art and Design

We will be:

- Looking at the work of Jeannie Baker
- Creating collages using different kinds of materials
- Sewing two pieces of fabric together to create an applique picture



### Spiritual, Moral, Social and Cultural

In RE we will be:

- Learning about the aspects of Easter
- Understanding that Christians believe Jesus is God's gift to the world



In PSHE we will be:

- Discussing how rules and restrictions help to keep us safe
- Learning how to identify risky and potentially unsafe situations (in familiar and unfamiliar environments, including online)
- Learning how to resist pressure to do something that makes them feel unsafe or uncomfortable

## Computing

We will be:

- Planning and writing a sequence of instructions (algorithms) to move a programmable robot.
- Inserting sounds and recording our own on Scratch Jr.
- Making a predictions about the outcomes of a set of instructions (algorithms).



## Maths

We will be:

- Revisiting o'clock and half past
- Beginning to read time which includes quarter past and quarter to
- Telling the time past the hour and to the hour
- Measuring mass, capacity and temperature
- Comparing mass, volume and capacity
- Continuing to count in 2s, 3s, 5s and 10s.