

Gorseybrigg Primary School and Nursery

Curriculum Matters



Term Spring 2, 2018

Year Group Year 2

Teachers Sara Swan/Ellena Barker

Please note that not all subject areas will necessarily be taught each term and we cannot write down everything we teach!

Topic

Roald Dahl

The life and work of Roald Dahl.

Quentin Blake – illustrator of Roald Dahl's books

Art – weaving and drawing our own illustrations

DT – designing and making hand puppets

English

Stories by the Roald Dahl:

- The Enormous Crocodile
- The Magic Finger
- The Twits
- writing their own stories using the story language used by Roald Dahl.
- commas in lists
- types of sentences (statement, question, command or exclamation)
- classifying word types (nouns, verbs, adverbs and adjectives)
- contractions e.g. don't, can't etc.
- suffix ful e.g. helpful
- s as z sound e.g. treasure

Maths

- multiplication and division using the 2, 3, 5, and 10 times tables
- fractions of shapes and numbers – $\frac{1}{2}$, $\frac{2}{4}$, $\frac{1}{2}$, $\frac{3}{4}$, $\frac{1}{3}$
- 2d shapes
- 3d shapes
- routes, half and quarter turns
- symmetry
- digital time
- solving word problems involving all the topics above

Personal, Social and Religious Education

PSHE – Proud to be Me

- To identify and name some feelings and express some of their positive qualities.
- To set simple goals.

RE

- How and why do we celebrate special times?
Palm Sunday, Holy Week and Easter.

ICT

music and sound – recording music and adding sound to various programs e.g. power point

Science

Everyday Materials

- Strength
- Floating and sinking

Helping at Home

- Learn spellings on a weekly basis.
- Read regularly - discuss the settings, characters and their feelings at different times in the story.
- Read other texts by Roald Dahl and write a book review to share at school.
- Find out about different books and poems Quentin Blake has illustrated.
- Learn the 2, 10, 5, 3 and 4 times tables.
- Make your own puppet based on a Roald Dahl character.
- Find fractions around the home.
- Make you own habitat in the garden. E.g. a log pile for the insects.
- Find 3d objects in the environment and the wider world and collect pictures or photographs.