

Writing

As writers, the children will develop their writing skills through 'Curious Quests' inspired by stories from our class authors: Judith Kerr, Anthony Browne and Allan Ahlberg. They will explore story structure, develop their understanding of key narrative features, and write their own imaginative stories inspired by these texts.

Mathematics

As mathematicians, the children will be partitioning numbers up to 100 using place value charts. The children will add and subtract two-digit numbers including those that bridge across a 10. They will use manipulatives (concrete resources), pictorial representations and abstract thinking to achieve this. They will develop their reasoning and problem solving skills.

Music

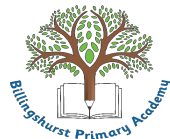
As musicians, the children will sing songs expressively about harvest. They will develop their pitch, dynamics and tempo when singing in response to a leader's direction.

Science

As scientists, using our environmental area, the children will find and name some **animals and plants** in a microhabitat and describe why they are suited to living there. They will then look at world habitats and describe how they provide for the basic needs of different kinds of animals and plants, and how they depend on each other.

History

As historians, the children will learn about what schools were like in the past in comparison to now. The children will use sources and study timelines in order to explain how schools have changed in the last 100 years.



Year 2

Autumn 1 2026

A Moment in Time...

Physical Education in/outdoor

As indoor athletes, the children will explore their balance, rhythm and flexibility through gymnastics

As outdoor athletes, the children will be developing their ball skills, using their hands and feet.

Life Skills

The children will discuss what different families look like and how they are different. They will use their oracy skills to discuss their feelings and those of others. The children will explore how to manage their feelings.

Art

As artists, the children will be introduced to the idea that artists can be collectors: they go out into the world, look at things in new ways, and bring things back to the studio to inspire their art. They will explore observational drawing and experimental mark making, and think about how they can use composition to create their artwork.

Computing - Digital Literacy

The children will design and create classification cards for a pet game, choosing attributes and ratings to compare pets. They will explore types of data, compare values and learn the importance of being accurate when recording data.