**English**

* Non fiction text based on The Great Fire of London.
* Diary writing
* Narrative writing based on The building boy.
* Persuasive Letter writing.
* Spelling words ending with common suffixes.

**Reading**

* The Boy who grew dragons.
* Short burst to develop vocabulary, inference, prediction and retrieval skills.

**Art**

**Art**

* Painting
* Colour mixing- Primary and Secondary colours
* Collages (Romare Bearden)
* Evaluating our work

**Year 2 Spring Term**

**Science**

**Materials**

* Properties of materials
* Uses of materials
* Comparing the suitability of materials
* Investigation how the shape of materials can be manipulated.
* Eco-Friendly materials

**Plants**

* What do seeds need to grow?
* Stages of plant growth
* Germination
* Plant life cycles

**Design and Technology**

* Food wraps
* Structures

**PE**

**Dance**

* High and low movements
* Body shapes/mirroring
* Timing and teamwork
* Performance skills
* Sequences

**PSHE**

* What is danger?- How to stay safe
* Road safety
* Safe secrets and surprises
* Emergency services and how to call for help (calling 999)

**RE**

**Judaism- Passover**

* Celebratory foods
* The story of Passover
* The Seder meal
* Shabbat/Yom Kippur/Rosh Hashanah

**Christianity- God**

* What do Christians believe God is like?
* The Lost Son
* The Story of Jonah

**Computing**

* Word processing
* Keyboard skills

**History and Geography**

**History**

* The history of flight
* Study of significant people- The Wright Brothers, Bessie Coleman, Amelia Earhart
* The moon landing
* Chronology- ordering events on a timeline

**Geography**

* Hot and cold places- naming and identifying them on a map
* Animals that live in hot and cold places
* Surviving in hot and cold places

**Maths**

* Recognising coins and notes.
* Adding amounts of money
* Finding ways to make an amount of money
* Solving multiplication and division calculations
* Word problems using multiplication and division
* Fractions- recognising half, thirds, a quarter and three-quarters.
* Finding a fraction of a shape or quantity.
* Time- telling the time to the nearest 15 minutes on analogue and digital clocks.