



Our Year 2 Curriculum – Autumn 1

Lens & Big Question 	Society & Community: What makes Finchley a community?
Maths 	Place Value • Recognise the place value of each digit in a two-digit number (tens and ones) using concrete, pictorial and abstract methods. • Identify, represent and estimate numbers using a range of representations, including number lines. • Compare and order numbers from 0-100 using the <, > and = symbols. • Read and write numbers to at least 100 in numerals and words. • Continue using a rekenrek to develop fluency, confidence and flexibility with numbers.
English 	Using the books 'Frog and Toad' by Arnold Lobel and 'The Robot and the Bluebird' by David Lucas as a stimulus: • Write simple and coordinated sentences using the conjunctions and, but and because. • Use regular and irregular past tense verbs accurately. • Choose correctly between a and an. • Use correct subject-verb agreement, including was and were. • Use apostrophes accurately for contractions. • Expand ideas using noun phrases and expanded noun phrases. • Develop reading comprehension by retrieving key information from texts.
Geography 	• Building on Year 1 learning by exploring the local area of Finchley. • Use maps to locate Finchley and identify its key features. • Learn to use map symbols accurately. • Create simple maps, including plotting routes. • Identify and discuss the human and physical features of Finchley.
Science 	• Explore the topic Animals and Their Habitats. • Learn about a range of habitats and why different animals live in different places. • Investigate local habitats and microhabitats, such as gardens and parks. • Develop scientific enquiry skills by collecting, recording and presenting data. • Use bar charts to help answer scientific questions. • Explore how animals are adapted to suit different environments. Educational Visit: Kew Gardens
PSHE 	Connecting with others: how can I build safe, kind and caring relationships with others? Pupils will recognise how families and communities can be similar and different. Pupils learn about kindness, respect and positive relationships.

	British Value: This half term the children will be reminded of all 5 British Values and how they affect our everyday life.
Music 	• Explore pitch by identifying high, middle and low sounds. • Sing and play tuned percussion instruments. • Use graphic scores to create and represent musical ideas. • Listen to and learn about music from the Medieval, Renaissance and Baroque periods. • Explore how music has changed over time.
Religious Education 	Big Question: What is real? • Discuss how some people believe things are real, even if they cannot be seen or others do not believe them. • Learn about a Christian miracle and a miracle from another worldview. • Consider why some people believe in miracles while others do not. • Develop respect for different beliefs and perspectives.
Art 	• Explore drawing inspired by the work of Keith Haring. • Learn how to show movement through the use of line. • Experiment with different pencil grades and texture rubbings. • Produce outdoor artwork for the school community. • Create a collage of Finchley using the drawing skills developed throughout the unit.
Outdoor PE 	In PE, the children will be taking part in team games. In these lessons, they will be learning: • To develop an understanding of target games and consider how much power to apply when aiming at a target. • To understand how to score in different target games using overarm throwing. • To develop understanding of different target games using the skill of kicking. • To develop striking to a target.
Indoor PE 	In PE, the children will be taking part in Dance. In these lessons, they will be learning: • To explore how different movements can show ideas and feelings. • Use counts of 8 to help stay in time with the music. • To copy, remember and repeat actions to show different characters. • To explore pathways and levels.
Computing 	• Explore the question What is a computer? • Learn the difference between a desktop computer and a laptop. • Understand that people control technology. • Identify input devices and how they give computers instructions. Online safety: What happens when I post online?