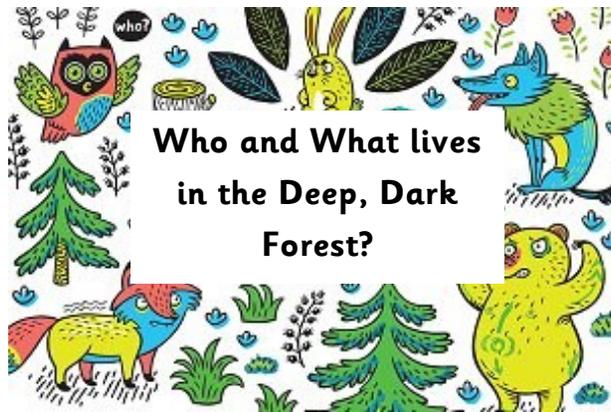


Year 2 Learning Overview: **It's a Wild World: In the Deep, Dark Forest!** Spring Term 2.1, January - February 2018

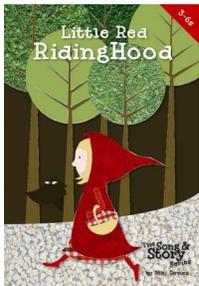


As **Writers** and **Readers** we will:

Read famous traditional and fairy tales set in the forest and write about them using imaginative descriptions. We will use the forest as a stimulus to write our own version of a traditional tale.

As **Spellers** we will:

Add the suffixes ~ly to form adverbs; ~er, ~est to form comparative adjectives; ~ing, ~ed to show present and past tense. We will learn the spelling rule for adding these suffixes to a root word ending in -y and -e with a consonant before it.



Forests are like giant natural housing estates, providing homes for thousands of species. Trees act as habitats, protection and food sources for the mammals, insects, birds and reptiles that live in the forest.

As **Scientists** we will: Learn about the forest as a habitat, the trees, plants and animals that live there and how they survive. Test our knowledge of plants by planning tests and gathering data. Find out how plants provide food for forest animals through simple food chains.

As **Geographers** we will: Find out where the most famous forests in the world are and describe their characteristics using geographical terms.



As **Mathematicians** we will:

Order and compare 2-digit numbers and say a number between. Use language: equal to, more than, less/fewer than, most, least.

Understand place value in 2-digit numbers by creating 2-digit numbers, placing them on a number line and solving place value additions and subtractions. We will round 2-digit numbers up or down to the nearest 10.

Estimate a set of objects (≤ 100) and count in 5s or 10s to check. Find change from 20p and 50p by counting up. Give change using appropriate coins and calculating the amount to be given.

Recognise, name and describe cubes, spheres, cones, cuboids, pyramids. Identify 2D shapes on the faces of 3D shapes, e.g. circle on a cone and triangle on a tetrahedron.

Make cubes, cuboids and pyramids using modelling materials. Describe positions using 3D shapes.

Tell the time to the nearest quarter of an hour using digital and analogue clocks.

