

- Oh, the Places You'll Go! – Dr Seuss
- Traction Man – Mini Grey
- Little People, Big Dreams: Ernest Shackleton

## Spelling, Punctuation and Grammar:

- Reading for enjoyment and comprehension
- Retelling familiar stories using repeated patterns and rhythm
- Using expanded noun phrases to add description
- Writing narratives based on texts and illustrations
- Planning, drafting, editing and improving writing
- Writing in different forms (stories, biographies, postcards)
- Speaking, listening and sharing ideas

## Non-fiction

## Biographies (about explorers and ourselves)

- Research and note-taking
- Chronological writing
- Postcards written in role

## Fiction

Retellings inspired by class texts  
Adventure stories (Traction Man)

- Writing from illustrations
- Independent story writing
- Character and setting description



The Lyceum

Year 2

# Oh the Places You'll Go!

Asia / Antarctica

## Science

## Animals Including Humans

- Understand that animals (including humans) have offspring that grow into adults
- Explore and describe life cycles
- Compare stages of human growth
- Identify basic survival needs (food, water, air)
- Investigate the importance of exercise

## Scientists &amp; Inventors

- Learn about germs and hygiene (linked to Louis Pasteur)
- Identify and test materials (e.g. waterproof materials linked to Charles Macintosh)
- Understand how humans affect the environment (linked to Rachel Carson)

## Working Scientifically

- Ask questions and make predictions
- Carry out investigations
- Observe closely using equipment
- Record and explain findings

## Fractions

- Equal and unequal parts
- Recognise a whole, a half, a third and a quarter
- Find a whole, a half, a third and a quarter
- Unit fractions and non-unit fractions
- Recognise and find three quarters
- Count in fractions up to a whole

## Statistics

- Make tally charts
- Interpret pictograms
- Draw pictograms
- Make block diagrams

## Time

- O'clock and half past, quarter past and quarter to
- Tell time past and to the hour
- Tell the time to 5 minutes
- Understand days of the week and months of the year.
- Understand hours, minutes and seconds

## Positions and direction

- Describe turns.
- Describe position with left and right.
- Describe position with forwards and backwards. Describe position with above and below.
- Understand and use ordinal number



# Year 2

## Oh the Places You'll Go!

Asia / Antarctica

### Art

#### Explorers

- Create artwork inspired by maps, oceans and habitats
- Explore landscapes through drawing and painting
- Study the work of Peter Thorpe (space and exploration art)
- Design and build dioramas based on habitats and exploration themes

#### Asia

- Study the work of Katsushika Hokusai (waves and Japanese art)
- Explore mythical creatures in art
- Experiment with calligraphy
- Create mandalas inspired by Asian patterns and designs

### RE

Judaism:

Is Shabbat important to Jewish children?

Islam:

Who is God to Muslims?

### Spanish

- Days of the week
- Months of the year
- Weather and seasons
- Feelings and emotions

### Geography/History

Significant Individuals

- Name and locate the seven continents and five oceans
- Identify hot and cold areas of the world and link climate to location
- Recognise landmarks and human/physical features from aerial views
- Use journey lines to describe travel around the world

Asia & Antarctica

- World Map
- Identify continents, oceans and hot and cold areas of the world
- Compare climates and environments
- Explore how people and animals live in different environments
- Learn about culture, daily life and farming
- Compare places around the world, including Beijing and London

### Trips/Events

- Happiness Day
- Sports Day
- National Maritime Museum

### PSHE/RSE

#### Relationships

- Families
- Keeping Safe (physical contact)
- Friends and Conflict
- Secrets
- Trust and Appreciation
- Celebrating Relationships

#### Changing Me

- Life Cycles
- Growing from Young to Old
- The Changing Me
- Boys' and Girls' Bodies
- Assertiveness
- Looking Ahead



Year 2

# Oh the Places You'll Go!

Asia / Antarctica

## STEAM

### Music & Technology

- Connecting physical instruments to digital sound generators
- Create simple musical instruments
- Explore sound and how it is made
- Build instruments using junk materials

### Computing Links

- Use devices such as Micro:bits and Makey Makey
- Create a class orchestra using technology

## Computing

- Create digital music using Scratch
- Use sound, instruments and voice in coding
- Explore Micro:bit and Circuit Playground Express coding using MakeCode
- Learn about inputs, variables and conditionals
- E-Safety
- Logging out safely
- Keeping passwords secure
- Using the internet responsibly

## Music

- Asian music
- "I Am the Earth"
- Whole class recorder

## PE

- Dance
- Sports Day Skills
- Core Skills

## Yoga

- Yoga - discovering the animal shapes our bodies can make; butterfly, cat and soaring bird.
- Finger touch breath control technique for relaxation and mindfulness.

## Drama/Dance

### Dance:

- Patterning, spatial awareness, co-ordination and dancing in unison
- Dancing to Daisy Bell and You Can't Stop the Beat for Summer Pudding