

Enrichment

Zoo2U workshop

Computing

Coding

- Follow a set of commands in order to move an on-screen character
- Create a sequence of commands to reproduce a simple pattern on screen.
- 'Debugging' an algorithm

RE/ PSHE

- Retell miracle stories from the Bible
- Discuss what miracles tell us about Jesus
- Understand ways Christians follow Jesus' example

Science

- Habitats
- Life processes
- Identifying habitats and animals/plants that live in them including observations
- Explaining how living things in a habitat depend on each other
- Food chains

Art/ DT

- Observational drawings of African animals
- Paper weaving Kente cloth
- Brusho/collage African sunset



Spring 1- Year 2

Would a meerkat make a good pet?



English

Reading

- Retrieve and record information from non-fiction over a wide range of subjects
- Making inferences on the basis of what is being read
- Group discussions of books

Writing

- Letter and diary writing from others' perspectives
- Fiction writing – innovated versions of Meerkat Mail
- Non-fiction writing on African animals

PE

Netball

- Continue to enhance throwing and catching skills
- Develop agility during competitive games

Gymnastics

- Movement through rolling
- Develop flexibility, control and balance.

Music

- Understand pulse and identify it when listening to a piece of music.
- Use un-tuned instruments to explore rhythm

Maths

- Finding fractions of shapes, objects and quantities.
- Name and identify 2D and 3D shapes
- Symmetry
- Properties of shapes including faces, edges and vertices
- Exploring measurement
- Compare length, height, mass and weight of objects.

Spanish

- Singing and listening the birthday song
- Learn the dates and months of the year
- My birthday is...

Humanities

- Locate the 7 continents and 5 oceans on a map.
- Compare and contrast human/physical features of Kenya to the UK.
- Understand weather patterns and climates in different parts of the world.