

**Year 2 Spring Term**  
**What will we learn this term?**

**English**

**Magnificent Monarchs:** Our English work this term is linked to our History project, Magnificent Monarchs. We will read, explore and write -

Kennings Poems

- write poems made from kennings about significant sovereigns
- make compound nouns from verbs and nouns

Comic Strips

- write a comic strip about the life of a historical sovereign
- use coordination and subordination to extend sentences

Information Leaflets

- write an information leaflet about Hampton Court Palace
- use expanded noun phrase

Our whole class text that we will be reading is called 'Queen Victoria's Bathing Machine' by Gloria Whelan. This is a true story of how Prince Albert invents a bathing machine for Queen Victoria. The children will be using predicting, clarifying, questioning, summarising and activating prior knowledge to understand the text.

**Maths**

**Multiplication and division:** We will investigate the multiplication and division of 2, 5 and 10.

**Length, mass, temperature:** We will be learning about mass in the context of kilograms and grams and measuring length using centimetres and metres. We will learn about Celsius and how to read thermometers.

**Pictograms:** Pupils will learn how to read, interpret, analyse and construct their own picture graphs with confidence.

**Science**

**Animal Survival:** In this project we learn about growth in animals by exploring the life cycles of some familiar animals. The children build on learning about the survival of humans by identifying the basic needs of animals for survival, including food, water, air and shelter.

**Computing**

**Robot Algorithms**

Learners' will develop their understanding of instructions in sequences and the use of logical reasoning to predict outcomes. Learners will use given commands in different orders to investigate how the order affects the outcome. They will also learn about design in programming. They will develop artwork and test it for use in a program. They will design algorithms and then test those algorithms as programs and debug them.

**Pictograms**

Learners will begin to understand what the term data means and how data can be collected in the form of a tally chart. They will learn the term 'attribute' and use this to help them organise data. They will then progress onto presenting data in the form of pictograms and finally block diagrams. Learners will use the data presented to answer questions.

**History**

**Magnificent Monarchs:** This project teaches children about the English and British monarchy from AD 871 to the present day. Using timelines, information about royal palaces, portraits and other historical sources, they build up an understanding of the monarchs and then research six of the most significant sovereigns.

**Art**

**Portraits and Poses:** This project teaches children about portraiture. They analyse the portraits of Tudor monarchs and compare Tudor portraits and selfies today. They use photo editing software to create royal portraits.

**Design Technology**

**Cut, Stitch and Join:** This project teaches children about fabric home products and the significant British brand Cath Kidston. They learn about sewing patterns and using a running stitch and embellishments before making a sewn bag tag.

**PE**

**2P PE day:** Friday

**2D PE day:** Friday

**RE**

Creating Unity and Harmony  
Participating and willing to lead  
Caring for others  
Being merciful and forgiving

**PSHE**

**Dreams and Goals:** We learn how to work together to achieve our goals.

**Healthy Me:** We Learn about how to keep healthy and create 'The Happy, Healthy Me Recipe Book'.

**Music**

**I wanna play in a band:** In this project we learn to sing, play, improvise and compose with this song, Children will listen and appraise classic Rock songs