

YEAR 2

Autumn 1 2025 – Amazing Adventures

English

Reading

- To accurately read words of two or more syllables.
- To develop their comprehension and response to texts.
- To read words accurately without overt sounding and blending.

Writing

- To form their letters on the line correctly, starting and finishing at the right place.
- To correctly demarcate their sentences with a capital letter and full stop.
- To use adjectives to form expanded noun phrases.
- To use 'and' and 'because' to extend their sentences.

At home you could:

- Continue reading with your child on a regular basis.
- Ask your child questions on what they have read.
- Practise retelling and writing stories split into beginning, middle and end.
- Ensure your child is forming their letters correctly when writing.

Science

- To understand life cycles of different animals – human, butterfly and frog.
- To name different materials.
- To know what waterproof means and to explore which materials have this property.

At home you could:

- Find items around your home that are waterproof.
- Research life cycles of other animals.

DT

- To explore and use mechanisms (wheels and axels).
- To design, build and evaluate.

At home you could:

- Make a vehicle with moving wheels and axels out of junk.
- Use Lego to explore, make and improve simple designs.

Maths

- To count to and across 100 forwards and backwards.
- To partition numbers into tens and units.
- To find ten more and ten less of a number.
- To use the greater than, less than and equals symbols $<$ $>$ $=$.
- To count in steps of 2, 5 and 10.
- To find different combinations of coins that make the same amount.
- To add and subtract numbers.
- To compare and measure different lengths.

At home you could:

- Partition numbers (e.g. 64. $60 + 4$ or $10 + 50 + 2 + 2$)
- Practise recognising odd and even numbers.
- Find ten more and ten less of a number.
- Continue a number pattern (e.g. 2, 4, 6, 8, ... 5, 10, 15, ... 10, 20, 30 ...)
- Practise 2x, 5x and 10x tables.
- Order items depending on length, width or size.

Geography

- To recognise key places on a simple map.
- To develop an understanding of the location of our school.
- To recognise the difference between human and physical geographical features.

At home you could:

- Draw a map of the route you take to school.
- List human and physical features in the environment around your house.

PSHE

- To recognise their own strengths.
- To understand why rules are useful.
- To know how to keep their teeth clean and why.
- To recognise what makes a good friend.

At home you could:

- Make a list of rules (for example ones that you have at home or road safety rules).

Computing

- To type simple sentences confidently using the space bar, enter and caps lock.
- To design and make their own maze game.
- To fix problems in their work (debug).

At home you could:

- Research different topics, for example:
www.bbc.co.uk/schools/scienceclips
- Play some games that require you to use the directional arrows on the keyboard to move.

PE

- To be able to confidently move in different ways.
- To be able to balance on different parts of their bodies.
- To move with control.
- To perform different jumps and land with control.
- To practise skipping with a rope.
- To work as a team to solve different problems.

At home you could:

- Practise balancing and moving with control.
- Practise following instructions to complete a route.
- Try to jump and land on a given target.
- Practise skipping with a skipping rope.

RE

- To identify and talk about thankfulness.
- To recognise how the concept of thankfulness is expressed by Christians at Harvest and Sikhs during Baisakhi.

At home you could:

- Make a list of what you are thankful for.