

English

Look at a selection of non-fiction and fiction texts on Castles.

Write a non-fiction report on castles.

Look at 'How to Trap a Dragon' and write instructions on trapping their own dragon, that they have designed.

Year 2 spelling and grammar rules including word and sentence types, suffixes and changes to root words.

Whole class reading.

History

Changes in castles over time.

Identifying different features of castles and how they were defended and attacked.

Life of someone who worked in a castle.

History of the origins of the Paralympics.

Timeline and sequencing of

RE

Learning about the key principles of Judaism. Key religious stories and figures, place of worship, practices, and key celebrations.

Maths

- Statistics and data handling
- Length and height
- Capacity
- Recap of number
- + - = x
- Mass

Science

Plants—The parts of a plant.
What a plant needs to grow.
Growing their own plant from seed.

Healthy living— the importance of exercise and a balanced diet to keep healthy.

DT

Investigate other siege weapons and different types of catapults.

Designing, building and evaluating a catapult.

Y2 Curriculum Map Castles/ Paralympics

Art

Art Appreciation—Paul Klee

Look at warm and cold colours.

Draw carefully around 2D shapes to create our own versions of his piece—Castle in the sun.

Paint using the correct brush size and amount of paint.

Computing

Create, save and retrieve a document created on 'Paint'. Choose, alter and change the shape, colour and size.
Create a sunflower picture on paint.

PSHE - JIGSAW

Relationships— building respectful relationships, dealing with love and loss, learning how to deal with conflict, online safety, reflect on strengths and weaknesses
Changing me— changing bodies, naming body parts, differences as boys and girls grow, how to cope with physical and emotional change

PE & Games

Athletics - skills linked to Sports Day: throwing, catching, running

Team building

Outdoor Learning

Explore the outdoor learning area and remember the Forest School rules. Build our own trap to trap a dragon.