



Dear Parents/Carers,

Our new topic is called Muck, Mess and Mixtures. The children will be reading George's Marvellous Medicine as part of English and Reading.

- **Reading books** should be brought into school **every day** (there are often times we are not able to change books because they have not been brought to school). Your child should be reading as many times as possible at home. Once they have read their book the children complete a short comprehension check using Accelerated Reader (some of you may have used this already). The short test allows us to monitor your child's level of understanding. Our aim this year is to make sure all children are accessing books from the library.
- PE kits need to be left at school during term time. The children need the following clothing as they do go out in all weathers - shorts, tracksuit bottoms, jumper/sweatshirt, t-shirt, trainers and socks. Our PE day is now a Monday. **All items of uniform and PE kit must be named. Children are not allowed to wear jewellery at school.** Please ensure your child has warm clothing for outdoor sessions.

### English

#### Instruction Writing

The children will be focusing on a book written by Roald Dahl called 'George's Marvellous Medicine'.  
In this learning, the children will identify features of instructions and write instructions of how to make a potion.

#### Narrative

The children will continue to focus on 'George's Marvellous Medicine'.  
In this learning, the children will be writing stories based around the book. They will retell the story and innovate their own.

#### Poetry

The children will be looking at poetry with a structure. They will then invent their own poetry using similes and metaphors.

### Maths

#### Shape

- Recognise 2-D and 3-D shapes
- Count sides on 2-D shapes
- Count vertices on 2-D shapes
- Draw 2-D shapes

#### Money

- recognise and use symbols for pounds (£) and pence (p)
- combine amounts to make a particular value

#### Multiplication and Division

- 2 times table
- 5 times table
- 10 times table
- 3 times table

<ul style="list-style-type: none"> <li>• Lines of symmetry on shapes</li> <li>• Use lines of symmetry to complete shapes</li> <li>• Sort 2-D shapes</li> <li>• Count faces on 3-D shapes</li> <li>• Count edges on 3-D shapes</li> <li>• Count vertices on 3-D shapes</li> <li>• Sort 3-D shapes</li> <li>• Make patterns with 2-D and 3-D shapes</li> <li>•</li> </ul>	<ul style="list-style-type: none"> <li>• find different combinations of coins that equal the same amounts of money</li> <li>• solve simple problems in a practical context involving addition and subtraction of money of the same unit; including giving change</li> </ul>	<ul style="list-style-type: none"> <li>• Recall and use multiplication and division facts using 2,5 and 10 times tables</li> <li>• Identify odd and even numbers</li> <li>• Calculate multiplication and division questions using the multiplication (x), division (÷) and equals (=) signs.</li> <li>• Show that multiplication of 2 numbers can be done in any order (commutative) and division of 1 number by another cannot.</li> <li>• Solve number and word problems using concrete resources, arrays, repeated addition, mental methods and multiplication/division facts/</li> </ul>
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Computing	Robot Algorithms	<ul style="list-style-type: none"> <li>• Describe a series of instructions as a sequence</li> <li>• Explain what happens when we change the order of instructions</li> <li>• Use logical reasoning to predict the outcome of a program (series of commands)</li> <li>• Explain that programming projects can have code and artwork</li> <li>• Design an algorithm</li> <li>• Create and debug a program that I have written</li> </ul>
Music	Instruments	<ul style="list-style-type: none"> <li>• Naming musical instruments</li> <li>• Comparing pieces of music</li> <li>• Identifying rhythms patterns</li> <li>• Practicing rhythm</li> <li>• Adding instruments into rhythm</li> </ul>
Science	Living things and their habitats.	<p>The children will be learning about:</p> <ul style="list-style-type: none"> <li>• Exploring and comparing differences of things that are living, dead and never been alive</li> <li>• Habitats and their suitability</li> <li>• Plants and animals</li> <li>• Food chains</li> </ul>
RE	Who is a Muslim and how do they live?	<ul style="list-style-type: none"> <li>• Muslim beliefs</li> <li>• Muslim place of worship</li> </ul>
Geography		<ul style="list-style-type: none"> <li>• Human features</li> <li>• Physical features</li> <li>• Aerial photos</li> <li>• Using a map</li> <li>• Creating a map</li> </ul>
PE		
Art	Art DSAT live lessons  Cityscapes Project	<ul style="list-style-type: none"> <li>• Line drawings</li> <li>• 3D cityscape</li> </ul>

There will be a homework sheet placed in Teams with lots of ideas to complete over the whole of next term. Alongside this, please remember to read as much as possible, used Timestable Rockstars, access Bug Clubs Phonics and Spelling Shed too.

Thank you and we look forward to sharing all of the new learning with your children,

The Year 2 Team.