

# Year 2 – Are We Nearly There Yet?

## ENGLISH: Fiction

**Journey stories:** Developing writing stamina, using adjectives and joining words. Writing a recount using exclamations, statements, questions and commands.

**Poetry:** Learning poems and discussing and understanding them.

**KEY TEXTS** Michael Rosen's: Are we nearly there yet?  
Joke books. Why did the ...cross the road?

## Humanities

**Geography:** Key human and physical features: beach, forest, mountain, village, factory, port etc. Compass directions.  
**History:** How transport has changed from the first car and the first flight to now. Finding out about, Isambard Kingdom Brunel and how he improved transport. Neil Armstrong compared to Tim Peake.

## SCIENCE

**Animals:** to describe the importance of exercise for humans (as well as eating the right amounts of different foods and hygiene).  
Continue exploring suitable materials, in particular, for building vehicles.

## MATHS

**Statistics:** Interpret and construct pictograms, block diagrams and tables. Ask and answer questions about data. Measures: Measure using cm, m, l, ml, kg, g and Celsius. Compare and sequence units of time. Money: use symbols for pounds and pence.  
Problem solving connected to measures.

## KEY SKILLS TO BE DEVELOPED

Learning about transport through history. To plan, design and make a vehicle using measurements. To develop an understanding of where in the world they live and how we quickly we can travel.

## BIG PICTURE/ KEY CONCEPTS/ OUTCOMES

Learning about key developments in transport and how people travel today. To apply mathematical skills in a practical context.



## WOW factor/ visits/ visitors

To host a class race/demo using the vehicles we have made. Visiting classic car.

## Helping at home/ websites

A list of where your extended family live and where you have been on holiday (so we can find these places in the atlas).

[easyscienceforkids.com](http://easyscienceforkids.com)

## Celebration of learning

Vehicle exhibition and presentation about what we have learned.

## Social, Moral, Spiritual and Cultural PSHE:

PSHE: growing and changing

RE: We will be learning about what we can learn from sacred books.

## PE

Games: Running, jumping and catching. Rolling and pushing the ball with a bat and around slaloms. Balancing the ball on a bat and striking a ball thrown by a partner.

Gymnastics: balance and agility.

## COMPUTING

To understand algorithms and create and debug simple programs. (To create movement through their own programming.)

## THE Arts (ART/ MUSIC/ DT)

Explore a range of designers' work and describe similarities and differences.

To design and create a vehicle with moving parts.

Music: Playing tuned and un-tuned instruments to create musical patterns and journeys.