

Year 2 Autumn Term 2

Week	English	Maths	Science (2 hours)	History	Geography	Art	RE (Discovery RE)	PSHE (PiXL)	DT	Computing	Music	Indoor PE
1 01.11.21	Look up - Cultural capital text Immitation Stage	Addition and Subtraction	Living things and their habitats Observe and list the key features of things that are living, dead and that have never been alive. Describe things as living, dead or never been alive		Map skills - focussing on MK			Leadership lesson 1 & 2	Wind powered car - Design process	Digital Literacy		Commando Joe's <u>Outdoor</u> Multi-skills (boing kids)
2 08.11.21	Look up - Cultural capital text Innovation Stage	Addition and Subtraction	Living things and their habitats Observe animals/plants in their natural habitats. Match the animal/plant to its habitat.	Elizabeth I		Lanscapes	Step 1 - Engagement Theme - Christmas				Rapping	Commando Joe's <u>Outdoor</u> Multi-skills (boing kids)
3 15.11.21	Look up - Cultural capital text Invention Stage	Money	Living things and their habitats Match common animals/plants to their habitats. Describe why the animal/plant is suited to its environment.		Human features of MK			Leadership lesson 3 & 4	Wind powered car - Make	Online safety		Commando Joe's <u>Outdoor</u> Multi-skills (boing kids)
4 22.11.21	Mog's Christmas Calamity Immitation Stage	Money	Living things and their habitats What does a (name of animal) like to eat? Draw a food chain that ends with a sparrow hawk. Name sources of food.	Spanish Armada		Lanscapes	Step 2 - Investigation Theme - Christmas				Rapping	Commando Joe's <u>Outdoor</u> Multi-skills (boing kids)
5 29.11.21	Mog's Christmas Calamity Innovation Stage	Multiplication and Division	Animals including humans List the ways that humans may resemble their parents. Match		Diversity of MK			Leadership lesson 5 & 6	Wind powered car - 'Rethink'.	Coding - Using a timer		Commando Joe's <u>Outdoor</u>

			pictures of parents to their children.									Multi-skills (boing kids)
6 06.11.21	Mog's Christmas Calamity Invention Stage	Multiplication and Division	Materials Explain why properties of materials are useful for deciding which material to use for an object. Give examples.	The Spanish Armada		Lanscapes	Step 3/4 - evaluation and expression Theme - Christmas				Rapping	Commando Joe's <u>Outdoor</u> Multi-skills (boing kids)
7 13.11.21	WICKED WORK WEEK											