

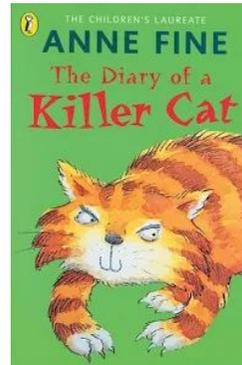
# Year 2 Spring 2: Mad for Madagascar

## Curriculum connections

### 2 English

#### Writing

- Write a poem using similes, alliteration and expanded noun phrases to add detail
  - Explore the layout and structure of non-chronological reports.
  - Research about different animals in Madagascar to form the basis for their own NC report.
  - Understand and apply the features of a letter, thinking about formality and progressive verb forms
  - Understand the language features and structure of a setting
- #### Reading
- Read a wide range of fiction and non-fiction texts.
  - Refine comprehension responses for vocabulary, retrieval, inference and summary questions.



### 1 Maths

#### Number

- Multiply and divide by 2, 5 and 10.
- Double and halve numbers.
- Recognise odd and even numbers.
- Measure in centimetres and metres.
- Compare and order lengths and heights.
- Use the four operations in the context of lengths and heights.
- Compare volume and capacity.
- Recognise and find quarters, thirds and three quarters.
- Recognise unit and non unit fractions.
- Measure mass using kilograms.
- Measure in millilitre and litre.
- Compare volume and capacity.
- Use all four operations in the context of volume and capacity.

### 2 Geography

- Understand geographical similarities and differences through studying the human and physical geography of a small area of the UK and of a small area in a contrasting non-European country (Madagascar).
- Learn about different types of settlement and homes.
- Use simple fieldwork and observational skills to study the local park.
- Learn to make a simple map.
- Use a compass and make observations about the local area.

### 1 Art

#### Henri Rousseau

- Study the work of Henri Rousseau and use it as a stimulus to create collages.
- Create a variety of images using different media including card, paper, tissue paper and fabric, with a focus on proportion.
- Develop techniques to create a collage display in an artist's style and evaluate this.
- Compose an image of a Madagascan animal considering colour, tint and tone.



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## Curriculum connections

1

### Science

#### Plants

- Describe what a seed needs to grow.
- Explore the different factors that affect plant growth. Use scientific vocabulary.
- Know factors that contribute to a healthy plant.
- Record a series of observations using labelled drawings and photographs in diaries.
- Use existing knowledge and observations to make predictions at the start and during investigations.
- Make and compare close observations and interpret the changes.

2

3

1

### Religious & World View Education

#### How and why do we celebrate special and sacred times?

- Know why Jewish people celebrate Passover.
- Talk about the seder plate.
- Describe what happens during Ramadan.
- Describe how Eid al-Fitr is celebrated.

2

2

3

1 Computing

#### Online safety

- Explain what should be done before sharing information online.

3

- Know why to ask for permission.

- Use technology safely and responsibly.

#### Stop motion

- Create a flip book animation.
- Decompose a story into smaller parts to plan a stop motion animation.
- Create stop motion animations.

1

### PE

#### Jumping

- Develop their ability to jump and land safely.
- Adjust their speed and change direction as they jump in order to avoid defenders.

2

3

5

#### Rackets bats and balls:

- Develop their ability to hit a ball (with a racket) with accuracy and power.
- Begin to strike a ball with power to beat an opponent and into space.

2

### Music

#### Combining singing and instrumental skills with the theme of water/the sea.

- Listen to and sing the music hall song 'Oh I do like to be beside the seaside'.
- Sing 'A wave went up my nose'.
- Read graphic scores to play the correct instrument part.
- Improvise music for a sea creature.

1

### PSHE

#### Healthy Me

- Understand how to maintain a healthy lifestyle including food and exercise choices.
- Understand how medicines work with our bodies and why it is important to use them safely.
- Character trait:** Judgement

2

2

2

3

2

### Spanish

#### Animales

- Learn 10 familiar animals
- Begin to recognise, recall and spell up to ten animals with their indefinite article.
- Introduction to the 1st person singular high frequency verb 'I am' (soy).