

# Year 2 Autumn 1 – Half Termly Overview

## *Towers, Tunnels and Turrets*

a cross-curricular project with a design technology focus

based on the Cornerstones Curriculum 2014

See the castle ahead? Get ready to invade its mighty walls! Meet Rapunzel who lives in a tall, tall tower. Let's build a tower. Can you measure it? Then dig deep, deep down making burrows and tunnels, just like the animals who live underground. Build a bridge. Watch out for the angry troll underneath! And finally .... Meet three little pigs who need your help to build a strong fortress.



Subject	Focus
English	<p><b>Reading:</b> Oxford Reading Tree</p> <p><b>Phonics Programme:</b> Letters and Sounds. The children are working on revision of Phase 5 sounds: ie, ea, er, ch, y, ou, e, alternative spellings for /n/ /r/ and /m/.</p> <p><b>Class Reading Books:</b> Anthony Browne and The Three Billy Goats Gruff.</p> <p><b>Writing genre:</b> narrative and letter writing.</p> <p><b>SPaG:</b> to be able to use four types of sentence; questions, exclamations, commands and statements. Capital letters for proper nouns including names, days of the week, months of the year and place names.</p>
Mathematics	<p>Number and place value: read and write numbers to at least 100 in numerals and words. Count in steps of 2, 3 and 5 from 0, and tens from any number, forwards and backwards. Recognise the place value of each digit in a two-digit number.</p> <p>Addition and subtraction: add and subtract numbers using concrete objects, pictorial representations and mentally. Solve problems. Recall and use addition and subtraction facts to 20.</p>
Science	Properties of materials: exploring the change in materials used for building castles and the reasons for the change.
Computing	Draw and label a castle using drawing software; Dazzle 03.
History	Events beyond living memory that are significant nationally: sequence castle designs and explain the need for a castle. Develop their sense of chronology by using time language.
Geography	<i>(Not during this term)</i>
Art and Design	<i>(Not during this term)</i>
Design Technology	Structures: Making models of towers, bridges and tunnels
Physical Education	Gymnastics: travel and balance Games: throw, catch and bounce a ball in different ways. Apply skills to invent games.
PSHE	Share opinions and explain views. Recognise what is fair/unfair. Know they belong to various groups and communities.
Music	Medieval feast, Tudor music

## Year 2 - The Chosen People

**“In order to gather together scattered humanity God calls Abram ... and makes him Abraham, that is, ‘the father of a multitude of nations.’ ... God formed Israel as his people by freeing them from slavery in Egypt ... he gave them his law so that they would recognise him and serve him as the one living and true God, the provident Father and just judge, and so that they would look for the promised Saviour.”**

*Catechism of the Catholic Church*



The children will learn that we are chosen by God and learn that God chose certain people to lead and guide his people. They will learn that God called Abraham and that God chose Moses to be a great leader. They will also learn about how Samuel responded to God’s call and find out about the story of Daniel in the lions’ den.

They will have an opportunity to reflect on Abraham’s trust in God and learn that we should always trust God. They will learn that God chooses unexpected people and will be given the opportunity to reflect on their own response to God’s call.