

As readers and authors we will:

- Read a range of traditional tales and stories based in the forest. Books such as "Little Red Riding Hood"
- Produce an information booklet about Shibden Hall.
- Retell stories based on what we have read and working on our oracy skills.



As mathematicians we will:

- Use our knowledge of place value from last half term to add and subtract up to two digit and two digit numbers in a tens and ones chart or using a number line.
- Recognise 2D and 3D shapes.
- Understanding the terms faces, edges and vertices for shape.

As linguists we will:

- Learn about nouns and verbs.
- Revise when to use capital letters and full stops.
- Learn about the four types of sentences.



Savile Park Primary School

Autumn 2

Learning in Year 2

Topic: Shibden Hall



As geographers and historians we will:

- Learn about local and UK geography.
- Produce a map of the local area.
- Learn about significant places in our local area and the history of Shibden Hall.



As members of our community we will:

- In RE, learn about what is right and wrong and how we can make good choices. This includes learning about the Pillars of Islam and the Ten Commandments.
- In PSHCE, we will celebrate achievements and talents and share these in class.

As athletes we will:

- Practice a series of dance movements, working on flexibility and following a series of movements and routines.
- Practicing jumping skills, landing on both feet then landing on one foot. Also controlling jumps.

As scientists we will:

- Learn about the uses of materials and their properties.
- Classify and sort different materials based on their properties and uses.

As designers we will:

- Study Lowry and his art.
- Create our own Lowry inspired paintings of our local area.



As musicians we will:

- Learn about rhythm, pitch, scales and tempo through songs and instruments.
- We will listen to a variety of music by famous composers from classical to pop music.
- Use charanga in class to help with our music learning ready for our chirtsmas show.

