

**ART:** We will be creating an animal print by etching an animal onto a polystyrene tile. When learning about Cavemen we will discuss natural dyes and tie dye our own material. We will also be plaiting belts and broaches as they did in the stone age.



**D&T:** We will be sewing the outline of a Cave animal and then sewing materials together to add features. During our dying of materials we will discuss how Cavemen used different types of materials and why they were chosen for each job.



**MUSIC:** We will be making and controlling long and short sounds using our voices and instruments. We will also be identifying and keeping to a beat. We will use all of these skills to create Caveman music and chanting.



**HISTORY:** We will be using pictures, books, the internet and stories to find out about how people lived in the past. We will be learning how Cave men/women lived and how they lived in the stone age and the Victorian times. The children will create a timeline of household artefacts and handle Victorian artefacts.

**GEOGRAPHY:** Following on from learning about how people use to live we will be looking at how we live and finding out about our local area. Children will be using maps to mark our school on a map and carrying out a local walk to discuss how the land is used. We will also be identifying the human and physical features of our area.

**SCIENCE:** Living things and their habitats - Children will be finding out about living and non-living things. They will also be describing habitats and talking about how animals are suited to these. Finally we will be making simple food chains.

Plants—Children will be describing what plants need to survive and observing how seeds and Bulbs grow into plants.



**PE:**

**Outdoor PE (Premier Sport)**

Children will be carrying out dribbling, Hitting and kicking activities and making their own games.

**Indoor PE (Gymnastics)**

We will be finding out how to jump and land correctly using a variety of jumps.



**RE- Worship—Christianity and other religions.**

Children will look at how different religions worship and the different religious artefacts they use as part of the service.

**Easter**

Children will find out about the Easter story and it's importance to Christians and the Christian calendar.

**CHARACTER EDUCATION**

**Me and the World**

Children will discuss the positives and negatives of their local area. They will also discuss where money comes from, how it can be used, how to keep it safe and making choices when spending it.

**Me and my Relationships**

Children will be learning how to work together and how their behaviour and actions impact others. They will also discuss how to resolve conflicts and teasing/bullying.



**YEAR 2  
SPRING 2017  
THROUGH THE  
KEYHOLE**

**ENTRY POINT**

Child to bring a picture of their house into school and the rest of the class guess—Who lives in a house like this?

Caveman Dress Up Day—Wednesday 11th January

**VISITS/EVENTS**

Visit to Burwardsley Outdoor Centre for a Stone Age workshop.

Watch clips from The Croods/ Ice Age

Handle Victorian household artefacts

**CHALLENGE**

Create and carry out an archaeological dig at school—can you brush away the soil carefully?

**ENGLISH:**

Children will be consolidating their knowledge of noun phrases, writing a list sentence using commas, using question marks and exclamation marks. They will also be learning how to use apostrophes for omission and possession. All through the use of fiction and non-fiction books such as:

When Gran Was a Child

The Stone Age Boy

Ug

Cave Baby

Cave Man Dave

How to Wash a Woolly Mammoth

**MATHS:**

Measure and compare the heights of houses.

Create tally charts and pictograms on our favourite Stone Age animals.

Recording the temperature of our environments.

Comparing temperatures, lengths and weights using greater than and less than signs.

Finding out the capacity of different containers using water.

**COMPUTING:** Using a camera and creating a photo story of different types of houses.

Making a video—filming weather reports

