Manor Park First School

Year 2 Medium Term Plan Spring 2 2024

	4.1	4.2	4.3	4.4	4.5	4.6
ENGLISH Spring 2	Fiction: George's Marvellous Medicine	Fiction: George's Marvellous Medicine	Non-Fiction: George's Marvellous Medicine	Non-Fiction: George's Marvellous Medicine	Fiction: George's Marvellous Medicine	Fiction: George's Marvellous Medicine
GEORGE'S Marvellous Medicine George's Marvellous Medicine	Writing Outcome: Write a character description based on the evil character of Grandma.	Writing Outcome: Write a character description based on the evil character of Grandma.	Writing Outcome: Write instructions on how to make a magic potion including tips and tricks.	Writing Outcome: Write instructions on how to make a magic potion including tips and tricks.	Writing Outcome: Write a narrative about George's Grandma (or another villain of their choice). Must entertain reader but evoke a sense of fear and dislike.	Writing Outcome: Write a narrative about George's Grandma (or another villain of their choice). Must entertain reader but evoke a sense of fear and dislike.

Grammar

Grammar **Focus**

Class reader:

The Gecko and the Echo (Rachel Bright)

George's Marvellous Medicine (Roald Dahl)

Include features of the genre I am writing in.



Use conjunctions 'and or but' to join sentences. Use 'when because if that' to create subordinate clauses.



Punctuate sentences correctly.



Use noun phrases.



Include details to add an element of humour. surprise or suspense. (year 3 objective but needed for GDS)



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Adverbs of time to help sequencing (

Start to use simile, adverb, connective, preposition starters (to achieve higher



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Adverbs of time to help

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Use an appropriate opening and ending.



Begin to start sentences with an adverbial. (time, cause and place)



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Adverbs of time to help sequencing



Maths	Addition and Subtraction: add and subtract numbers using concrete objects, pictorial representations, and mentally, including: a two-digit number and ones a two-digit number and tens adding three one-digit numbers	 Measure - Weight: compare and order weight record the results using >, < and = interpret unmarked divisions on scales 	Multiplication and Division recognise odd and ever numbers recall and use multiplication and division facts for the 2, 3 and 10 multiplication tables, including recognising odd and even numbers calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs	Division: show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot solve problems involving multiplication and division, using materials, arrays,	Geometry: identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid] compare and sort common 2-D and 3-D shapes and everyday objects	Fractions: recognise, find, name and write fractions ½, ½, ½, and ¾ of a length, shape, set of objects or quantity write simple fractions for example, ½ of 6 = 3 and recognise the equivalence of ¾ and ½.
RE	Why does Easter Matter to Christians? What do you already know about the Christian celebrations of Easter? To name three important days in Christian Holy Week.	Why does Easter Matter to Christians? What are the three biggest moments in the Easter Story? What do Christians remember about Jesus in Holy Week and Easter?	Why does Easter Matter to Christians? On Palm Sunday how did it feel to be one of the disciples? How did the disciples feel on Good Friday?	Why does Easter Matter to Christians? How do Christians feel today on Palm Sunday and Good Friday? To explore the meaning of Good Friday.	Why does Easter Matter to Christians? Why were the disciples happy on Easter Sunday? To explore the meaning of hopefulness.	Why does Easter Matter to Christians? How do Christians and non-believers celebrate on Easter Sunday?

Science block 3 weeks	 In humans and skittens that grow In other animals hatch to young The young of soi All animals, incluand breathing the food and exercises 	g humans have offspring that some animals babies will be you into adults. such as chickens or insects, the or other stages which then grome animals do not look like the ording humans have the basic rehat must be satisfied in order to althy adults, they also need the	ere may be eggs laid that ow into adults. eir parents eg tadpoles. needs of feeding, drinking o survive. e right amounts and types				
History block 3 Weeks				In History we are going to look at the changes in hospitals and healthcare over the years and the significant people involved. *Find out about the past through looking at pictures of old and new hospitals and healthcare workers. *Explore who Florence Nightingale and Edith Cavell were and why they were significant. *Build on their chronological understanding by building and using timelines. *Compare the past and present and spot the differences in hospitals and healthcare over the years.			
PSHE Healthy Me	Making Healthy Choices	Eat a Healthy Balanced Diet	Be Physically Active	Keep Myself and Others Safe	Know How to be a Good Friend and Enjoy Healthy Friendships	Know How to Keep Calm and Deal with Difficult Situations	

PE coach Gymnastics	To practise physical shapes and balances and hold these balances for up to ten seconds.	To develop a short routine with shapes and balances and travelling actions.	Explore different shape jumps and how these can be connected with travelling actions.	To practise and explore the different types of rolls - barrel roll, straight roll and forward roll.	To explore working collaboratively and as a leader in a safe and respectful way. To use creativity and in selecting and applying actions learnt so far.	To apply confidence in performing a short routine.
PE Class Teacher Invasion Games	To practise dribbling in various directions and dribbling around obstacles.	To develop communication skills in throwing and catching and receiving skills.	To develop good communication through eye contact for kicking and receiving.	To apply running and jumping skills within an invasion game.	To explore how changing direction and speed can be used in an invasion game.	To explore all skills learnt and apply these to an invasion game

Music	To learn about how we	To learn about how we can	To learn about how we can	To learn about how we can	To learn about how we can	To learn about how we
	can represent real-life	represent real-life sounds using	represent real-life sounds using	represent real-life sounds	represent real-life sounds	can represent real-life
	sounds using our	our bodies/voices to create a	our bodies/voices to create a	using our bodies/voices to	using our bodies/voices to	sounds using our
	bodies/voices to create a	soundscape of the seaside.	soundscape of the seaside.	create a soundscape of the	create a soundscape of the	bodies/voices to create
	soundscape of the			seaside.	seaside.	a soundscape of the
	seaside.	To follow a conductor.	To follow a conductor.			seaside.
				To follow a conductor.	To follow a conductor.	
	To follow a conductor.	To learn about how we can	To learn about how we can			To follow a conductor.
		use untuned percussion	use untuned percussion	To learn about how we can	To learn about how we can	
	To learn about how we	instruments to represent	instruments to represent sounds	use untuned percussion	use untuned percussion	To learn about how we
	can use untuned	sounds heard in the country	heard in the country and think	instruments to represent	instruments to represent	can use untuned
	percussion instruments to	and think about how varying	about how varying dynamic	sounds heard in the country	sounds heard in the country	percussion instruments
	represent sounds heard in	dynamic and temp might	and temp might affect these	and think about how varying	and think about how varying	to represent sounds
	the country and think	affect these sounds.	sounds.	dynamic and temp might	dynamic and temp might	heard in the country
	about how varying			affect these sounds.	affect these sounds.	and think about how
	dynamic and temp might	To experiment with different	To experiment with different			varying dynamic and
	affect these sounds.	ways of using voices to create	ways of using voices to create	To experiment with different	To experiment with different	temp might affect these
		sounds to represent sounds of	sounds to represent sounds of	ways of using voices to	ways of using voices to create	sounds.
	To experiment with	the city and explore how	the city and explore how	create sounds to represent	sounds to represent sounds of	
	different ways of using	varying dynamic and temp	varying dynamic and temp	sounds of the city and	the city and explore how	To experiment with
	voices to create sounds to	might affect these sounds	might affect these sounds	explore how varying	varying dynamic and temp	different ways of using
	represent sounds of the			dynamic and temp might	might affect these sounds	voices to create sounds
	city and explore how	Learn how to follow a graphic	Learn how to follow a graphic	affect these sounds		to represent sounds of
	varying dynamic and	score.	score.		Learn how to follow a graphic	the city and explore
	temp might affect these			Learn how to follow a	score.	how varying dynamic
	sounds	Learn how to create a	Learn how to create a	graphic score.		and temp might affect
		soundscape composition	soundscape composition		Learn how to create a	these sounds
	Learn how to follow a	with a clear structure.	with a clear structure.	Learn how to create a	soundscape composition	
	graphic score.			soundscape composition	with a clear structure.	Learn how to follow a
		To perform a soundscape	To perform a soundscape	with a clear structure.		graphic score.
	Learn how to create a	composition.	composition.		To perform a soundscape	
	soundscape composition			To perform a soundscape	composition.	Learn how to create a
	with a clear structure.			composition.		soundscape
						composition with a clea
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structure.

To perform a soundscape composition.

To perform a soundscape

composition.