Year 2   Autumn 1   Medium Term Overview   2021/2022

Autumn 1	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
W/C	06/09	13/09	20/09	27/09	04/10	11/10	18/10
English	Descriptive writing – setting	Letters	Harvest Poems	Adventure Narrative		Non-chronological report	Sea shanties
Maths	Place Value			Addition and Subtraction			
R.E. Creation	Can you recognise that Creation is the beginning of the big story of the Bible?	Can you retell the story of creation? Genesis 1:1 -2:3	Can you explain what the story tells Christians about God, Creation and the world?	Can you give examples of what Christians do to say thank you to God for creation?	What questions could you ask about living in an amazing world?	Who do Christians believe made the world and why? Explain	RE Assessment
Science	To be able to explore and compare the differences between things that are living, dead, and things that have never been alive.	To be able to identify and name a variety of plants and animals in their habitats, including micro-habitats.	To be able to identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other.				Observing animals in micro-habitats
Topic/Geography Beachcombers and Coastlines	Physical and human features of coastlines	Map and compass symbols	Using keys on maps	Drawing a map and using keys	Similarities and differences between different beaches	Past and present comparison of a beach	Tourism pros and cons
PHSE Jigsaw Being me in my world	I can identify some hopes and fears.	I recognise when I feel worries and know who to ask for help.	I can help make my class a safe and fair place.	I can listen to other people and contribute my own ideas about rewards and consequences.	I can work co-operatively.	I can recognise the choices I make and their consequences.	
Music	Focussing on exploring sounds and pitch						
P.E.	Basketball						
DT/Art	Hold drawing implements to control lines and apply a range of techniques (apply pressure, cross hatching, slipping).						
Computing We are Astronauts					Using Scratch Jr to program. Programming Sprite movements and checking input/outputs.		

Beachcombers and Coastlines