

Science

In science, we will be focusing on materials and their properties. We will look at materials that were used to build castles and how they changed over time. We will test materials in different ways to see how suitable they are for a variety of purposes.

Computing

Using the iPads, we will be looking at creating a Knock Knock joke using the Scratch Jr programme. We will use coding programmes to look at movement of our characters and how to make them take turns with speech.

Geography

We will be focusing on the four countries of the UK and their capital cities. We will be linking these places to the castles that are there. We will move on to looking at the surrounding seas of the UK and use our geographical skills to locate them on a map.

History

In history we will be looking at the features of castles and the purpose of each feature. We will consider why castles were used and carry out some research based activities about the daily life in a medieval castle.

Pull Up the Drawbridge! Year 2 Autumn 1

Design and Technology

We will design and make catapults in our Design and Technology lessons. The challenge will be to design and build a catapult that can knock down the castle walls! We will be testing each catapult and then evaluating our designs. The children will get the chance to improve and change their designs and re-test them.

English

At the beginning of Y2 in reading we will be continuing the Read Write Inc. scheme until the children finish the programme. In writing, we will be looking at traditional tales such as Little Red Riding Hood and Rapunzel. We will be writing character descriptions and setting descriptions based on these texts. We will also be looking at a non-fiction text called 'See Inside Castles' when we will be looking at non-chronological reports and their features.

Maths

In maths, we will be starting focusing on place value and what each number is worth. The children will be using the maths equipment to solve addition and subtraction number sentences.

