

Year Two Autumn1 MTP: The Gruffalo

SCIENCE

I can describe a mammal's traits and how they differ from other animals.

I can describe a bird's traits and their differences from other animals.

I can discuss an amphibian's lifecycle, traits, and differences from others.

I can describe the reptile's traits and their differences from other animals.

I can identify local habitats and their animals and plants.

I can describe the desert habitat and its animal and plant adaptations.

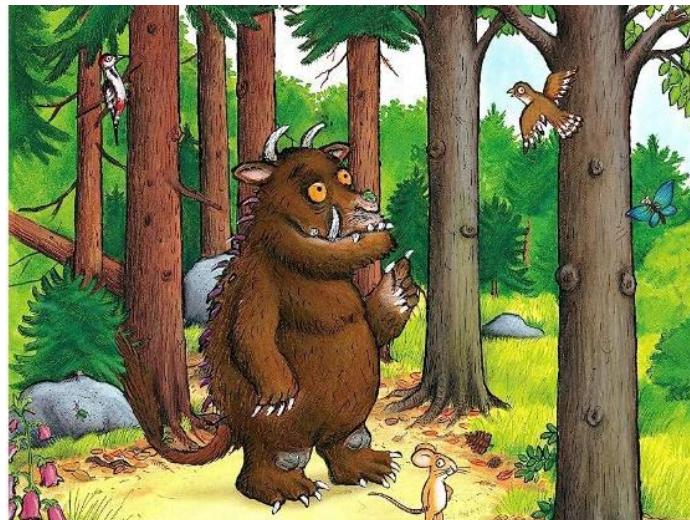
I can explore and describe woodland habitats and their common life forms.

I can investigate microhabitats and explain their importance to organisms.

I can describe how habitats affect animal diets with specific examples.

I can explain food chains, roles of animals in them, and construct examples.

I can differentiate between living, dead, and never-living objects.



In this topic, students will read about some animals that live in the woods. They will use their imagination to explore the forest with some friendly, fictitious characters and learn valuable life lessons.

MATHS

Numbers to 20

Count objects to 100 by making 10s

Recognise tens and ones and using the place

Use a place value chart

Partition and write numbers to 100

Write numbers to 100 in expanded form

10s and 1s on the number line to 100

Estimate numbers on a number line

Compare objects

Compare numbers

Order objects and numbers

Count in 2s, 3s 5s and 10s

Bonds to 10 and fact families

Related facts and bonds to 100 (tens)

Add and subtract 1s and 10s

Add three 1-digit numbers

Add to the next 10

Add and subtract across a 10

Subtract from a 10

Subtract a 1-digit number from a 2-digit number (across a 10)

SPAG

I can use capital letters in a sentence and full stops correctly throughout my writing.
I can identify and use nouns in a sentence.
I can use adjectives in a sentence.
I can identify and use noun phrases.
I can use expanded noun phrase in a sentence.
I can identify and use pronouns correctly.
I can form adjectives using suffixes.
I can form nouns using suffixes: ness.
I can form nouns using suffixes: er.

ART, DESIGN AND TECHNOLOGY

I can investigate different textures and applying ideas to work.
I can develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
I can study the work of Vincent Van Gogh to describe the differences and similarities used.
I can practise and use techniques used by artists and apply them to my own work.

WRITING

I can read and give my opinion about a story and answer questions based on what was read.
I can read and role play a story.
I can retell the story with the aid of pictures.
I can identify the features of a character description.
I can describe the characters in my story.
I can plan to write a character description.
I can write a character description.
I can edit and proofread a character description.

READING AND HANDWRITING

Write capital letters and letters of the correct size, orientation and relationship to one another and to lower case letters.
Use spacing between words that reflects the size of the letters.
Continue to apply phonic knowledge and skills as the route to decode words until automatic decoding has become embedded and reading is fluent.
Read accurately by blending the sounds in words that contain the graphemes taught so far, especially recognising alternative sounds for graphemes.

SPECIAL ACTIVITIES

Gruffalo Treasure Hunt
Painting like Vincent Van Gogh

I can plan and write a character description independently.
I can share and read aloud my character description.
I can use comparative language to describe a character.
I understand what a setting is in a story.
I can describe the different settings within a story
I can use adjectives to describe the setting.
I can create a mind map to plan the setting for a story.
I can use my mind map to write the setting for a story.
I can add expanded noun phrases to my story setting.
I can independently write and edit a story setting.