

Year 2,	Monday	Tuesday	Wednesday	Thursday	Friday
Weekly					
overview					
English	LI: To describe how to banish our	LI: To box up ideas for a new fantasy story.	LI: To write the opening for our story.	LI: To write the middle and ending of	LI: To write a fantasy story.
	fantasy monster'.			their story.	
Key	Key Vocabulary:	Key Vocabulary:	Key Vocabulary:	Key Vocabulary:	Key Vocabulary:
vocabulary	noun phrases	box up	imaginary	possess	conjunction
and key	adjectives	ideas	setting	apostrophe	sentences
questions	monster	fantasy story	character	possessive apostrophe	appropriate
	banish		problem	someone	suitable
	traits	Key Questions:	opening	item/object	join
	paragraph		fantasy		detail
		Who are the characters?	feelings		
	Key Questions:	Where is the story set?		Key Questions:	Key Questions:
	What do we mean by a fantasy?	What happens in the beginning of the	Key Questions:	What has happened so far in our story?	What is a fantasy story?
	Who was the monster in 'The	story?	Where is our fantasy story set?	What fantasy creatures does Billy meet	Who are our characters?
	Minpins'?	How are the characters feeling?	How does Billy get there?	next?	Where is the story set?
	Traits?	Where does the character go? Why?	What is the problem there?	What does Billy see, hear, do with these	What happens in the beginning?
	How did Billy defeat it?	What problem does the character	What does Billy hear, see, smell and feel?	beings?	What happens next?
	What is your monster called?	encounter?	Can we find the key aspects in the	How is the problem resolved?	What is the problem?
	Traits?	How does the character feel?	example?	What does Billy do once the monster is	How is the problem resolved?
	How will Billy defeat it?	How is the problem resolved?		defeated? Where does he go?	How does the story end?
		How does the story end?			
		How does the character feel?			
Introduction	What was the name of the monster in	Show children the boxing up sheet.	Where is our fantasy story set?	Children to read what they wrote	Children to read what they have written
	'The Minpins'?	Discuss:	How does Billy get there?	yesterday, as well as the teacher's	over the last week and make any
	What traits did he have?	Who are the characters?	What is the problem there?	comments and make any changes	revisions they think are needed.
	How did Billy banish it?	Where is the story set?	What does Billy hear, see, smell and feel?	necessary.	
	What is the name of your monster?	What happens in the beginning of the	Look at an example of a good story	Look at examples for the next part of the	
	What traits does your monster have?	story?	opening. Discuss the key aspects.	story and discuss.	
	How are you going to banish your	How are the characters feeling?	Together write an example opening.	Remind themselves of the monster they	
	monster?	Where does the character go? Why?		created and how it was defeated.	
	Gather ideas together.	What problem does the character		Children to write the next part of the	
	Use one of the ideas to demonstrate	encounter?		story. Remembering the key features.	
	how to write a paragraph to show how	How does the character feel?			
	the monster is defeated.	How is the problem resolved?			
		How does the story end?			
		How does the character feel?			
Activities	Children to write a paragraph to show	Children to complete the boxing up sheet	Children to write the opening of the story,	Discuss how the story has a problem and	Children to write their whole fantasy
	how their monster is defeated by Billy.	with their own ideas for the problem -	referring to their story map and boxing up	ends by resolving the problem - what	story.
		monster and how resolved - their way of	sheet.	does Billy do once the monster is	
		defeating the monster.		defeated? Children to write the ending of	
		When complete use it to retell the story to		their story.	
		their partner.			



		Yea	r 2, Weekly overview		
Maths	LI: To solve word problems.	LI: To recognise 2D and 3D shapes.	LI: To identify features of 2D shapes.	LI: To identify and draw lines of symmetry.	LI: To describe the properties of 3D shapes.
Key vocabulary and key questions	Key Vocabulary: key words addition subtraction difference more than/ less than Key Questions: What are the steps for solving a word problem? What does the difference mean? What operation does 'more than' involve? What is the key information in the question?	Key Vocabulary: 2D and 3D side face vertices corner Key Questions: What are 2D shapes? What are 3D shapes? What does side/vertices mean? What does face mean?	Key Vocabulary: 2D sides vertices Various shape names. Key Questions: What are 2D shapes? What is a side? What are vertices?	Key Vocabulary: 2D shapes symmetry symmetrical Key Questions: What does symmetry mean? Do these shapes have lines of symmetry? How do you know?	Key Vocabulary: 3D shapes faces edges vertices/corners Key Questions: What 3D shapes do you know? What is a shapes face? Can it be flat or curved? What is an edge? What is a vertice (vertex)?
Introduction	Introduce the first word problem to class - explain the steps for solving these and demonstrate highlighting the key information and removing the unimportant information.  Allow children to independently solve the next word problem - highlight key info as a class and discuss what the equation would be focused on.  Repeat the process but discuss the term 'difference'. Repeat again but discuss the term 'more than'.	Introduce shapes to the children and discuss what the 2D and 3D shapes are that children know.  Watch the short videos regarding the shapes and their properties.  Teacher will go through each shape using plastic shapes and describe them in detail before playing a guessing game with the shapes given.	Children will be taught about the terms vertices and sides and what they are in a 2D shape. Then the teacher will go through the 2D shapes children need to learn in KS1 and identify the sides and vertices of each - they can also discuss the etymology of the shape names.	Show children a picture of a shape - Get children to discuss what they think symmetry is before showing and explaining them. Watch the bitesize video describing lines of symmetry. Show children - some shapes with lines of symmetry - they discuss if these are symmetrical. Repeat the process - and discuss how they can tell if something is symmetrical.	Discuss what 3D shapes the children can already explain and identify. Show them the bitesize video about 3D shapes. Discuss the questions regarding the features of a 3D shape. Teacher will show some 3D shapes - children will investigate and discuss the features that they can identify.
Activities	Children will be solving a variety of different word problems - explain how the red questions are extra challenging ones.	Children will work in pairs to do a shape hunt around the school playground.	Children will complete the shape information pages before then attempting the shape reasoning questions.	Children will be cutting out different 2D shapes - They will then be folding them in different ways and identify the lines of symmetry.	Children will complete the fact sheet about the different features of a 3D shape.



### Week beginning: 05.02.24 Weekly Overview

Please continue logging into Doodle Maths and keep up with your Times Table Rockstars regularly.

	Reading	
Children read for 20 minutes each da	y. Read different text genres: a biography, classic novel, adventure	story, poems, newspaper, and cultural story.
Complete the tasks set for you on Bug Club, (	Collins E-Books, Reading Plus, Doodle English, and PiXL Unlock: cont	inue logging in and completing your usual activities.
	This week's reading focus is:- 4 - Identify words and phrases	
LI: Identify important words and phrases.	LI: To recognise inconsistencies within a text	LI: To form questions about a text
	Task -	
This week, the children will be focusing on reading strategy 4 - id	entify words and phrases. The children will complete activities that	involve them using the skills of skimming and scanning a text, retrieving
	information from a text and summarising a text.	
Science	PSHE	History
LI: To identify animal adaptations.  Introduction – Following the PowerPoint, the children will investigate how and why animals may change in order to adapt to their living conditions in order to survive. Teacher will guide students through how to write a non-chronological report.  Task - Children will select an animal out of the following examples. Children will then write a non-chronological report of that animals habitat, diet and their adaptations.	LI: To create a garden using our imagination Introduction - Children will be exploring a Garden of Dreams and Goals in their imagination. They will discuss with the peers what goals they have and how it makes them feel. They will explore different garden designs before considering what their Garden of Goals and Dreams will have in it. Task - Children will begin designing their Garden of Dreams and Goals.	LI: LI: To explain the coronation ceremony of QEII and KCIII. Introduction - For this lesson, the children will explore what is a coronation and what it entails. They will compare the coronation of King Charles III and Queen Elizabeth II. Task - Children will be asked to imagine they have been asked to create a set of instructions / list for King Charles' III coronation. Wha would they have done differently?
RE	D&T	PE
LI: How important is it for Jewish people to do what God asks them to do? Introduction - In what ways do Jews do as God asks? Look through videos and recap. Task - Look at the various pictures of the special events/occasions/foods/places and put into order of what you think is the most important to Jews and why.	LI: To evaluate a design. Introduction - Children will be reflecting on their moving monster toy design and considering how to evaluate a product. Task - Evaluate their moving monster toy designs considering aspects that they like and areas that they could improve on.	<b>Skills being focused</b> - The children will be having their final session with Miss Alice for this term. They will be continuing to focus on sequencing, rhythm and mirroring actions in dance and then will perform their sequence to the rest of their peers



t	The children will also continue to have their weekly PE lesson, with their class teacher. This week's focus will be on how to develop throwing and catching a ball.
	Reminder: Due to Health and Safety - Earrings or other forms of jewellery are not to be worn during PE lessons.



Computing	Music				
LI: To design an algorithm.	LI: To recognise musical symbols.				
<b>Introduction</b> – Look back at mats made in the previous lesson.	Introduction – Recap difference between pulse and rhythm.				
Plan a route for your robot. Draw an algorithm that will make the	Recap rhythm symbols - ta, ti ti, shh. Play 'Don't clap this one				
robot complete your planned route.	back'.				
Task - Use the robot to check your algorithm works. Repeat.	Identify which rhythm is written correctly and why.				
Explain debugging- problem in a program that needs fixing.	Task - Guess the songs from the symbol rhythms. Learn 'Yes we				
	can' chant.				
	Explain ta = 1 beat, ti ti = 1 beat and shh = 1 beat.				
	Guess the rhythm from the clapping. Perform different				
	patterns together.				
Homework Control of the Control of t					
Homework is set on a Monday and uploaded to Goo	ngle Classroom and is expected to be returned by the f	following Monday. Please upload completed homewo			
tasks to your Google classroom where possible (unless it is Doodle or online packages.) This can be submitted once completed over the week. Please complete it					
before the following Monday when the next homework will be set.					
Reading: Please read every day for 20 minutes.	Homework:	Reading - Log onto Bug Club using the logins in your			
Make sure you follow the 8 reading strategies that	Homework will be posted on google classroom as	planners. Read 3 different types of story and write abou			
you have learnt at school to help your	google slides. Students complete slides and hand in	your favourite.			
,		School Code: HH9G			
understanding of what you read.	via google classroom or a printed copy to the teacher				