

Year 2 Teaching and Learning Newsletter

Messages:

Welcome Back! We hope all our children had a safe and happy Christmas Break! We are excited to start the new year with lots of new exciting learning! We cannot wait to see some of your home learning projects from over the Christmas break and look forward to continuing to make amazing progress!

Keep up the amazing effort Year 2 we are very proud of you!

Peek at our Half Term...

Maths

What we already know

- Read and write members to at least 100 in numerals and in words
- Count in steps of 2, 5 and 10 from 0
- Use place value and number facts and solve problems
- Recognise the place value of each digit in a two digit number (tens and ones)
- Compare and order numbers
- Add and subtract numbers using concrete objects, pictorial represenations and mental recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value.
- Find different combinations of coins that equal the same amounts of money.
- Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change
- 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, e.g. a circle on a cylinder and a triangle on a pyramid
- Compare nad sort common 2-D and 3-D shapes and everyday objects.
- Recall and use multiplication and division facts for the 2, 5, and 10 times-tables, including recognizing odd and even numbers.
- Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (x), division (÷) and equals (=) sign
- Solve problems involving multiplication and division using materials arrays, repeated addition, mental methods and multiplication and division facts, including problems in contexts.
- Show that the multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot.

What we are going to learn

- Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100
- Add and subtract numbers using concrete objects, pictorial representations and mental including: a two digit number and ones; a two-digit number and tens; two two-digit numbers; adding three one-digit numbers.
- Show that the addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot.
- Solve problems with addition and subtraction: using concrete objects and pictorial representations including those involving numbers, quantities and measures; applying their increasing knowledge of mental and written methods.
- Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing numbers problems.
- Recall and use multiplication and division facts for the 2,5 and 10 times tables, including recognizing odd and even numbers
- Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (x) and division (÷) and equals (=) sign.
- Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods and multiplication and division facts, including problems in context
- Show that the multiplication of two numbers can be done in any order (communitive) and division of one number by another cannot.
- Tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times.
- Know the number of minutes in an hour and the number of hours in a day
- Interpret and construct simple pictograms, tally charts, block diagrams and simple tables.

Activities you can do at home

Complete your homework weekly

Practise recognising the value of numbers in the environment for example door numbers, signs, licence plates, shop signs etc.

Go to the supermarket or the shops and work out the addition of two items you would like to buy.

When climbing the stairs at night or coming down in the morning count from different numbers or in different increments e.g. counting by 2 5 or 10.

Learning timetable facts and quizzing with your family and friends. Make timetable card dominos or snap cards to match the question to the answer.



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- Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity.
- Ask and answer questions about totalling and comparing categorical data.

Reading

What we already know

- use phonic knowledge and skills to read words
- know all phase 2 and 3 sounds
- Blend sounds to read unfamiliar words
- Read Year 1 common exception words
- Read a wide range of fiction and non fictions books.
- How to answer questions about what I have read.
- Share my favourite parts of a story or character.

What we are going to learn

- How to work out the meaning of unknown words
- How to find answers from the text
- How to sequence the story
- How to understand characters emotions
- How to find evidence in the text to back up my answer

Activities you can do at home

- *Complete your Myon homework weekly
- *Read the weekly news reports on Myon
- *Read with an adult every day for 10 minutes
- *Practise phonic booklets and play phonic games that are sent home daily.
- *Find phonic sounds we have learnt that day in your reading books.

Writing

What we already know

- Spell words using Phase 2 and 3 phonic sounds.
- To write Year 1 Common exception words
- Write the days of the week
- ${}^{\bullet}\text{To}$ name the letters of the alphabet:
- Write from memory simple sentences
- Use capital letters at the start of a sentence and for names and places
- Use finger spaces between words
- To use full stops at the end of a sentence
- Share what I want to write verbally

Handwriting:

- *The non negotiables of handwriting
- *How to position myself in the chair when writing
- *How to form letters correctly.

What we are going to learn

- Read and Spell Year 2 common exception words
- Use adjectives and expanded noun phrases to describe settings and characters
- To use similes
- To use conjunctions to link two ideas
- ${}^{\bullet}\text{To}$ use question marks for questions
- To retell stories using the beginning middle and end
- •To use all non-negotiables for writing that we learnt in year 1
- •To know what a noun, verb and adjective is
- To share verbally and record my sentence.

Handwriting:

 *Use appropriate letter size and spaces between words (lower case, capitals and digits). *Start to use diagonal and horizontal strokes to join letters.

<u>Activities you can do at home</u>

*Complete your writing homework weekly *Quiz yourself on the different word classes such as nouns, verbs and adjectives.

Handwriting:

Practice your handwriting regularly

Science- Animals and their Habitats

What we already know

- To name a variety of animals including fish, amphibians, reptiles birds and mammals.
- To classify and name animals by what they eat (carnivore, herbivore and omnivore).
- To sort animals into categories (including fish, amphibians, reptiles, birds and mammals).
- To describe and compare a variety of animals

What we are going to learn

- To ask questions.
- To think of ways to find answers to scientific questions.
- To make a prediction.
- To observe what happens in an investigation.
- To use simple equipment in an investigation.
- To carry out an investigation.

Activities you can do at home

Discuss different animals and where they live.

Watch animal documentaries as a family — David Attenborough has some amazing programmes about our planet on the BBC.

https://www.bbc.co.uk/iplayer/group/p03szck8



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 To notice animals, and humans, have babies which grow into adults

- To use say what I have learnt in my investigation
- To collect and record information.
- To use information to help me to answer a scientific question.
- Explore and compare the differences between things that are living, dead, and things that have never been alive
- 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.
- Identify and name a variety of plants and animals in their habitats, including microhabitats.
- Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food.

Topic - Geography - Our Learning Journey to India!

What we already know

Year 1- Local Area/ Great Britain

To name the four countries in the United Kingdom and locate them on a map

To name some of the main towns and cities in the UK To ask simple geographical questions.

Year 1- Africa Topic

To ask simple geographical questions.

To name, describe and compare places I know.

To name and locate the world's seven continents and five oceans.

To explain some of the main things in hot and cold places.

What we are going to Learn:

- Name and locate world's continents and oceans
- Compare local area to a non-European country
- Use basic vocabulary to describe a less familiar area
- -Use aerial images and other models to create simple plans and maps, using sumbols
- -Use simple fieldwork and observational skills to study the immediate environment
- Identify seasons/daily weather patterns

Activities you can do at home

- Ask your family members where you have visited in the world.
- Use google maps to find where you live and drop the yellow man to explore the area. Try this for places in India- The river Gangees, Himalayan Mountains, Thar dessert and New Delhi.
- Look at an atlas', maps and a globe to find oceans and countries in the world

Computing

What we already know

- To understand what coding means.
- To use design mode to set up a scene.
- To add characters.
- To use code blocks to make the character perform actions.
- To use collision detection.
- To save and share work.
- To know the save, print, open and new icon.

What we are going to learn:

How to:

- open the ScratchJr app and start a new project
- add new characters and backgrounds
- use blocks for movement in different directions
- Create short sets of sequenced instructions.
- use different end blocks
- change the size of characters to grow or shrink
- hide and show characters with an instruction block
- program two or more characters with instructions at the same time.

Activities you can do at home

Download the ScratchJr app at home for free on your iPad or tablet.

There are also other programming games you can download like BeeBot, maze games where you instruct characters.

We are looking forward to this term. Remember, if you wish to speak to your child's class teacher, please ring the office to book an appointment.

Mrs Taylor and Miss Mundy