

2CQ Autumn 2 Newsletter

Diary Dates:

PE: Monday (indoor) and Thursday (outdoor)

Book change days remain the same as last half term.

Panto trip: Friday 12th December 2025 (more info to follow)

Maths

This half term, we will focus on:

Using number lines to add and subtract within 100.

Solving mixed addition and subtraction word problems.

Comparing addition and subtraction calculations with the greater and less than symbols.

Counting the sides and vertices of 2D shapes.

Drawing 2D shapes.

Finding lines of symmetry.

Counting the faces, edges and vertices of 3D shapes.

Making patterns with 2D and 3D shapes.

English

This half term we will learn how to:

- Continue practising our letter formation
- Apply taught phonics
- Finger spacing
- Capital letters and full stops
- Create a character description
- Write reports
- Narrative writing
- Create and follow instructions
- Orally rehearse sentences

What can we do at home?

Read lots of stories to your child.

Listen to your child read as much as possible.

Please remember to sign reading diaries to earn raffle tickets.

Look through this half term's knowledge organisers.

Do one homework task each week and upload to Dojo.

Geography

We will be learning all about our wonderful world and what actually makes it wonderful. We will look at natural habitats and what makes them special.

DT

During DT lessons, we will look at a range of objects which use wheels to move. We will design and create our own mini Ferris wheels.

Science

The science unit this half term is 'identifying plants and animals

Name minibeasts

Describe how microhabitats provide the basic needs of plants and animals

RE

We will be exploring the following questions:
What is a mosque and what happens at mosques?
What happens during Eid?

2CQ Autumn 2 homework

Please complete one task per week and upload a photo or video to dojo.

English

Follow a list of instructions and identify the key elements to make instructions successful. Was it easy to follow? What did you create as a result of the instructions you followed?

Science task

Go on a local walk and take photographs of any habitats that you see. Upload your photos to Dojo. You could visit your garden if you have one, spot habitats on the way to school, or visit a local park or woodland area! Even draw/create a habitat that you seen!

Maths task

Explore your house or the outside environment to find things that are symmetrical. Create a video or take photos to show what you found!

We will be learning about symmetry during the last 2 weeks of the term.

DT task 1

Create a list of different things which use wheels to move. You could create a pic collage or sketch some of the objects.

DT task 2

Design your own invention that uses wheels in some way. You could label your invention, write sentences to explain what it does, or create a video to explain what it does and how it works.

If you have time and craft materials, you could even try to build your invention!

Remember to read at home as much as possible. Get your reading diary signed and you will win a raffle ticket!
Use Numbots and TTRS to develop your maths skills at home!

Maths knowledge organiser

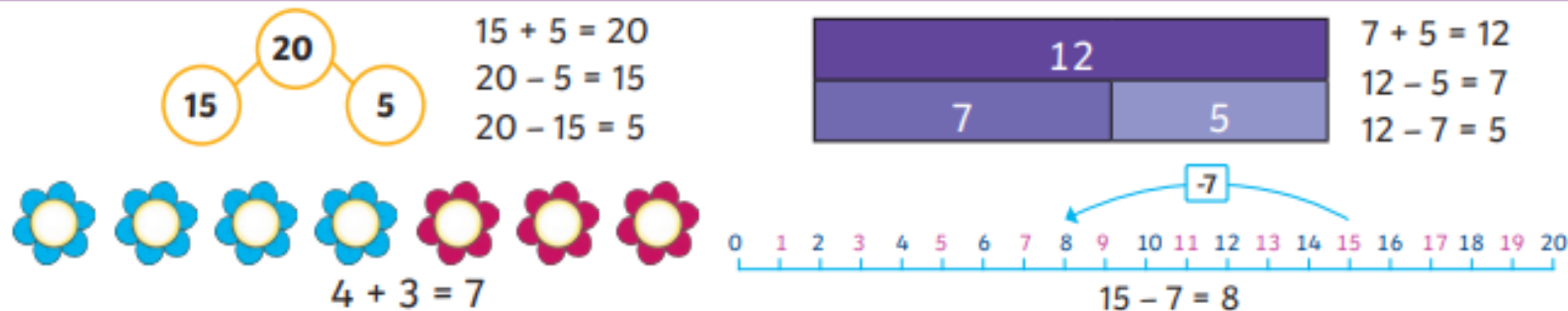
Addition and Subtraction

Knowledge Organiser

Key Vocabulary

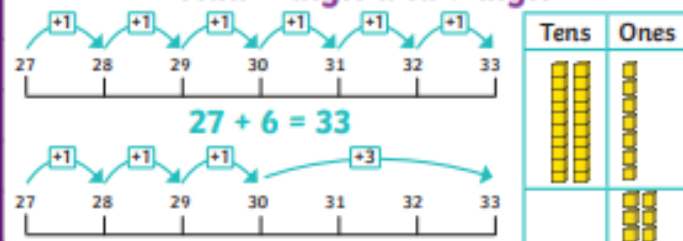
Add
Total
Make
Plus
Sum
More
Altogether
Difference
Leave
Subtract
Difference between
Less
Minus
Take away
Mentally, Orally
Column Addition
Column Subtraction
Estimate
Inverse operation
Solve problems
Number facts
Place Value

Addition and Subtraction Bonds to 20

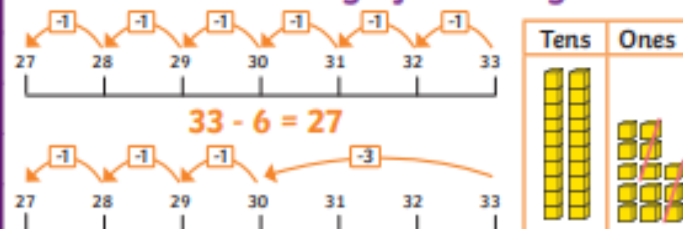


Methods

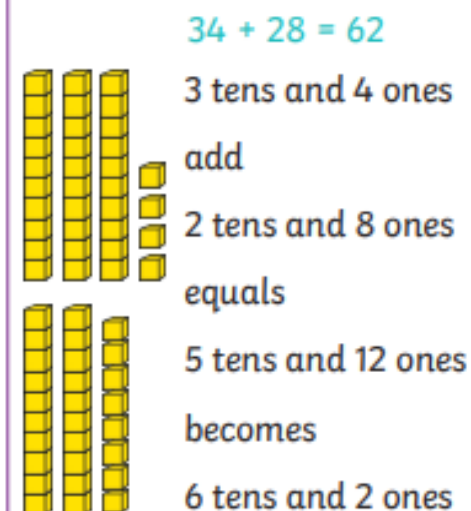
Add 2-digit and 1-digit



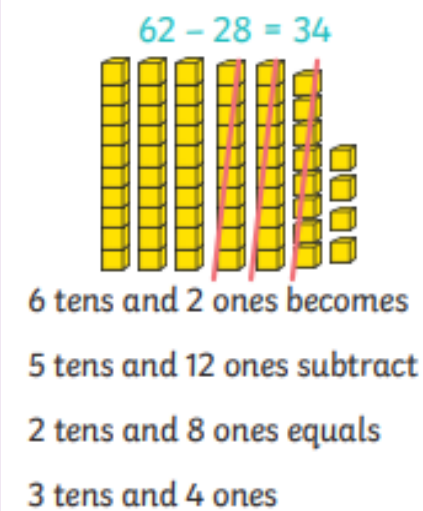
Subtract 1-digit from 2-digit



Add 2-digit numbers



Subtract 2-digit numbers



Addition and Subtraction Bonds to 100

$2 + 8 = 10$
 so $20 + 80 = 100$



$32 + 68 = 100$
 3 tens and 2 ones + 6 tens and 8 ones
 = 9 tens and 10 ones = 10 tens = one hundred



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Key Vocabulary

two-dimensional (2D)

three-dimensional (3D)

flat

solid

corner

apex

vertex

vertices

side

edge

face

curved

straight

round

line of symmetry

vertical

pattern

Recognise and Describe 2D Shapes



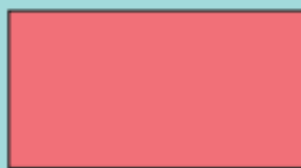
side

corner or vertex

square



triangle



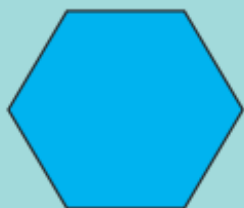
rectangle



circle



pentagon



hexagon



quadrilateral

Recognise and Describe 3D Shapes



face

edge

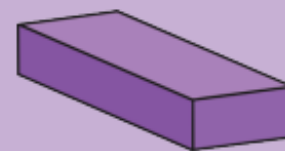
vertices

cube

apex or vertex



cone



cuboid

curved surface



sphere



cylinder



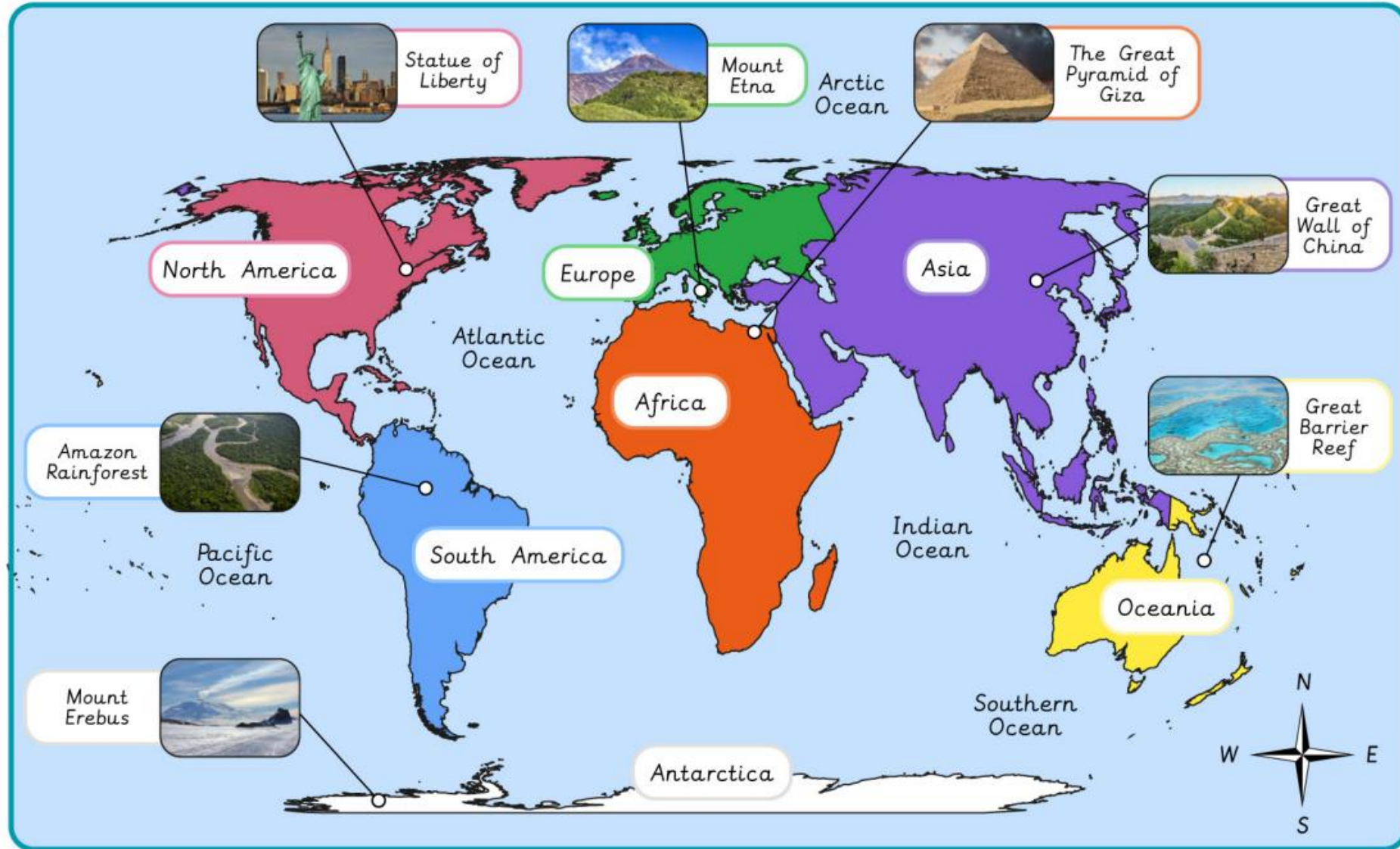
triangular prism



square-based pyramid

Geography knowledge organiser

Why is our world wonderful?



DT knowledge organiser

Mechanisms - Fairground wheel

Axle	A long straight piece of material which connects to a rotating component (e.g. the wheels of a car).
Decorate	To add details to a design to improve its appearance.
Evaluation	When you look at the good and bad points about something, then think about how you could improve it.
Ferris wheel	A ride at a fairground which carries passengers around a large vertical wheel.
Ferris wheel pod	The container which carries passengers around the ferris wheel.
Mechanism	The parts of an object that move together as part of a machine.
Stable	Object does not easily topple over.
Strong	Something that is not easily broken (e.g. wood, brick, building).
Test	To find out whether something works as it should.
Waterproof	Material that does not allow water pass through it.
Weak	Something that is easily broken (e.g. eggshells).

Did you know?

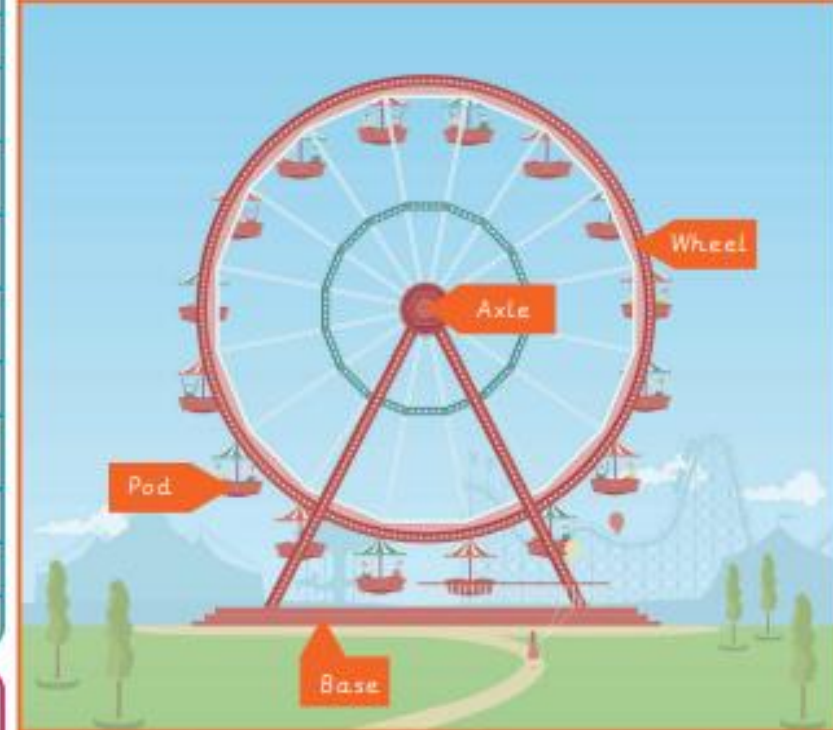
The first **ferris wheel** to be built was called the Chicago wheel, in 1893 over 100 years ago!

It was over 80 metres tall.



Key facts

The features of a **ferris wheel**.



Materials have different properties. Your **ferris wheel** design will need to be **stable** and **strong**. Which materials could you use?



Bricks are made from clay. They are stiff and **strong**.



Wood comes from trees. It is **strong** and flexible.



Metal comes from ore, that is mined underground. It is **strong** and hard.