

## Curriculum Coverage Overview – Spring Term 2 2021/2022

### Year 2

#### English: The Tadpole's Promise

**Fiction:** This term, the children will study an interesting story based on the life cycle of a frog and butterfly. The children will explore themes, predict endings, identify grammatical and phonological devices. They will retell the story & rewrite it from different characters' perspectives. They will then create their own pair of characters that change and use the story sequence from Tadpole's Promise to come up with their own sequence of events that happen to their characters in their story.

**Poetry: Diamante Poems** – In this poetry unit, the children will write their own diamante poems. A diamante poem is a poem that makes the shape of a diamond.

**The Day the Crayons Quit** – The children will study this story and learn to use persuasive words and phrases to write a persuasive letter.

**Really looking at birds** – In this unit the children will closely look at imagery conjured up by poetic language. We will read and analyse various poems and the language they use.

#### RE: Growing up in a Christian family

This term, Year 2 will focus on identifying and recognising symbols and events in Christianity. They will be learning about baptism/christenings as part of their traditions and compare them to Islamic traditions.

#### Geography: Mapmakers

This Geography topic provides children the opportunity to learn all about maps and the geography of their surrounding area. The children will find out why we use maps and how to read maps, as well as having the chance to draw their own maps and plan perspectives.

#### PE: Invasion Games

**PE DAY: Friday**

This 'Invasion Games' unit for Year 2 builds upon many of the skills the children will have learnt in Year 1. They will further develop their understanding of the basic and fundamental principles of invasion games such as attacking, defending, scoring and teamwork. They will learn how to dribble with a football, to pass and receive the ball in a variety of ways for a range of invasion games as well as to use space effectively in a game.

#### D&T: Playgrounds

In this D&T topic, the children will explore how to make products using movement mechanisms. The children will investigate movement and actions of different play equipment and playground material. They will then design and construct a model of some playground equipment before evaluating their product.



#### Arabic

This term, the children will learn to:

- Use new vocabulary about Ramadhan
- Role-play at the Market- asking how much something is
- Name 6 Fruit and 6 vegetables in Arabic
- Express opinions, such as 'I like' or 'I don't like', about food and drink.

#### Science: Food chain and habitats

In this Science unit, the children will learn how to classify animals according to their diet. They will look at details of animal features and study the various stages of development and the life cycles of many animals such as a chicken, frogs and even humans.

#### Maths:

This term, Year 2 will focus on:

- Counting faces, edges and vertices on 3-D shapes.
- Sorting and making patterns with 3-D shapes.
- Making equal parts to understand fractions.
- Recognising and finding a half of shapes and numbers.
- Recognising and finding a quarter and a third.
- Understanding unit and non-unit fractions.
- Finding three quarters of objects and shapes.
- Counting in fractions.
- Problem solving with fractions.

#### Islamic Studies: Akhlaaq (Islamic Manners)

The children will be building on their akhlaaq looking at the advice given by the Prophet s.a.w and learning the virtues of various good acts. We will be covering the following aspects of akhlaaq: Keeping promises, being thankful, spreading salaam, helping in good things and kindness to animals.

**Hadeeth:** Spreading salaam

#### Surah and Duaa Memorisation

Surah's: Surah Adiya and Surah Zalzalah.

Duaa's: dua for sneezing, when entering and leaving the washroom, after eating and 10 names of Allah.

#### Qaaidah/Quraan

The children will focus on fluency and improve Makhaarij of all letters, and implement the rules of Madd, Qalqalah and Meem and Nun Mushaddadah.

#### Computing: Programming turtle logo and scratch

This Programming Turtle Logo and Scratch unit will teach children to create and debug algorithms. They will use the basic commands in Logo to move and draw using the turtle on screen, and then further develop algorithms using the "repeat" command. These skills are then developed by teaching children to create algorithms in Scratch using a selection of blocks.