



Holy Family Curriculum Update - Spring 2

RE	<p>Listening and Sharing We explore our experience of listening and sharing. We reveal listening to the Word of God and sharing the Holy Communion.</p> <p>Giving All We explore how people give themselves. We reveal Lent, a time to remember Jesus' total giving.</p>
English	<p>*Week 1, 2, 3 - Finding tale: The Promise</p> <p>*Week 4 & 5 - Ancient Egypt: Reading and Writing across the curriculum</p> <p>*Week 6- Reading and Grammar: The Egyptian Cinderella</p> <ul style="list-style-type: none"> * Start to use a varied and rich vocabulary and an increasing range of sentence structures. * Consistent use of a variety of sentences with different structures and functions. * Begin to evaluate the effectiveness of own and others' writing, suggesting grammar and vocabulary improvements. * Re-read writing to check for meaning and tense form. * Mostly accurate use of apostrophes for contracted forms, eg. don't * A/an used accurately eg. a rock/ an open book. * Statements, questions, exclamations and commands to create an appropriate effect. * Adverbs to express time, place and cause (then, next, soon, therefore, finally). * Prepositions to express time, place and cause (before dark, during break, in the cave, because of him). * Sequence ideas or events maintaining writing form, eg. bullet points for instructions, headings for an information text. * Sequence ideas or events and use adverbs and prepositions.
Maths Revision	<p>Number and Place Value</p> <ul style="list-style-type: none"> * Count in multiples of 4, 8, 50 and 100; finding 10 or 100 more or less than a given number. * Recognise the place value of each digit in a three - digit number (hundreds, tens, ones) * Compare and order numbers to 1000 * Identify, represent and estimate numbers using different representations. * Read and write numbers up to 1000 in numerals and words <p>Addition and Subtraction</p> <ul style="list-style-type: none"> * Add and subtract numbers mentally, including a three-digit number and ones, three digit number and tens, and three digit number and hundreds * Add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction * Solve number problems and practical problems with the ideas from number & place value. * Estimate the answer to a calculation and use inverse operations to check answers <p>Solve problems, including missing number problems, using number facts, place value and more complex addition and subtraction</p> <p>Multiplication and Division</p> <ul style="list-style-type: none"> * Count in multiples of 4, 8, 50 and 100; finding 10 or 100 more or less than a given number. * Recall and use multiplication and division facts for 3, 4 and 8 multiplication tables * Write and calculate mathematical statement for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing into formal written methods
Science	<p>Plants (Year 2)</p> <ul style="list-style-type: none"> * Observe and describe how seeds and bulbs grow into mature plants * Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy



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<h3>History</h3>	<p>Ancient Egypt Children will look Ancient Egyptian artefacts, the Rosetta Stone and cartouches, the purpose of the Pyramids, a timeline of the Pharaohs, the importance of the River Nile, what life was like for the Ancient Egyptians, their beliefs in gods and goddesses and the discovering of King Tutankhamun's tomb. Make careful observations of Egyptian artefacts and discuss what they tell us about the past. Explore things which early civilisations had in common, eg. river location, development of writing Ask and answer questions about the past such as How did people...? What did people do for...? Suggest sources of evidence to use to help answer questions. Be able to discuss the beliefs of the Ancient Egyptians by looking at factual evidence about the Pyramids, mummies and Hieroglyphics Use words and phrases: century, decade, ancient, Show understanding of the word civilisation in talk. Complete an ongoing timeline to place historical events in chronological order (intervals of 10/100) Describe dates of and order significant events from the period studied Can understand that the past is divided into different named periods of time, using appropriate dates/ chronological conventions, eg. BC and AD Explain how discoveries were made about the civilisations, which help us to learn more about them Orally justify which is the most important achievement and intention of each civilisation Geography link: Use maps to locate the rivers and sites of the first civilisations, and list the advantages of a city growing on the banks of a river Present recalled or selected information in a variety of ways, using specialist terms Show curiosity by asking questions</p>
<h3>Art</h3>	<p>Drawing/ Artist in Focus: Gustav Klimt We will be appraising the work of Gustav Klimt, both painted and drawn. We will be observing his use of colour and using this in our artwork. We will be developing our drawing skills through the experimentation of different pencils to create tone and texture. We will then be drawing people in the style of Gustav Klimt, using pattern and collages. Generate ideas from Gustav Klimt, using sketchbooks to support work. Consider creative practioner's reasons for working, linking to gold leaf and ornamentation, and the similarities' differences between the artwork that they create Draw, demonstrate increasingly fine motor skills, learn from mistakes and rework when necessary. Observe closely and notice more detail. Work with more speed, control and accuracy, sometimes using shading techniques. Sometimes use a viewfinder to select what to draw. Do a first 'light touch' rough sketch. Know and use basic composition (subject/focus, foreground, middle ground, background) Consider why drawing is useful. Identify key visual elements: line/dot, tone, pattern, shape Evaluate to develop and improve work assisted by peer review, making links to Klimt with own work.</p>
<h3>Computing</h3>	<p>We Love Games (Computer Science and Information Technology) Use gaming apps to develop computational thinking skills and develop a simple program as a final project.</p>
<h3>PE</h3>	<p>Dodgeball</p>
<h3>PSHE</h3>	<p><u>Good to be Me</u> The theme looks at healthy eating, mental health and emotional wellbeing, including strengths and challenges for us. <u>Say No to Bullying</u> E-Safety</p>
<h3>Music</h3>	<p>The Dragon Song Music from around the world</p>
<h3>Spanish</h3>	<p>Numbers 1-39 Animal Descriptions</p>



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