

## Science

# Everyday Materials

- ◆ Identify and compare the suitability of every day materials.
- ◆ Classify the uses of everyday materials.
- ◆ Explain how the shapes of objects made from some materials can be changed.
- ◆ Explain the process of recycling.

## Maths



- ◆ Number and place value
- ◆ Problem solving
- ◆ Mental addition and subtraction
- ◆ Geometry properties of shapes
- ◆ Statistics
- ◆ Multiplication: time tables (2, 3, 4, 5 and 10)

## Welcome to Year 2 *Tower, tunnels, and turrets*



**homework  
due on every  
Wednesday**



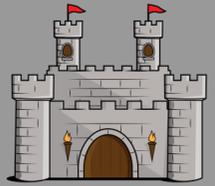
**Spelling Test  
Every  
Thursday**

**Get ready to play  
foot ball every  
Monday & Fri-  
day**



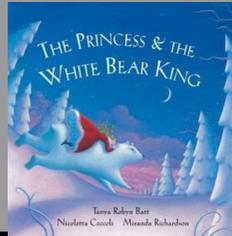
## Art / DT Castles

- ◆ Explore the features of castle.
- ◆ Design our own castle
- ◆ Explore different castles
- ◆ Make and evaluate our own castle.



## English

- ◆ Character description.
- ◆ Dairy entry
- ◆ Sequence and re telling story.
- ◆ Persuasive writing
- ◆ Letter writing
- ◆ Hot seating
- ◆ Story writing.
- ◆ Taking part in discussions
- ◆ Comprehension skills



## History

**Kings  
and Queens**



- ◆ Explain what monarch is.
- ◆ To find out how the title of king or queen is inherited.
- ◆ Explain Tudor life and Queen Elizabeth 1
- ◆ Explain queen Victoria.

# Tower, tunnel and turrets



Play a tumbling tower game such as Jenga, with your family. What are the best ways of keeping the tower upright? See if you can take some action shots or videos of the tower falling!



Go on a bridge hunt with your grown ups around the local area, taking photographs to show your class. What types of bridge did you see? Choose the most interesting bridge and see what you can discover about it online or at the local library?



Design a fantastic new landmark for your local area! What materials would you use and what special features would it have? Think about how to make it stand out from other landmarks in the world. Plot your landmark on a map of your local area. Present your ideas to your class and perhaps take a vote for the winning design.

