



Dragon Quest

Year 2

Spring Term

Rationale for Learning

We will be using a variety of quality texts linked to our topic to give the children opportunities to write in a variety of styles, including letters, poetry, retelling traditional stories and non-fiction. We will also be learning about St George's day, and discussing our local castle, Arundel Castle. We have booked to visit Arundel castle at some point at the start of the Summer term when it is open.

Suggested activities for families to help support learning

Regular reading at home, with completion of the reading diaries.

Completion of homework on a weekly basis.

Letter writing, perhaps to family and friends.

Learning to tell the time by talking about when things are happening and how long those activities take. Tell time to nearest 15 minutes. O'clock, half past, quarter to and quarter past.

Key Vocabulary: dragon, castle, fantasy, flight, claws, fire, breath, knight.

Reminders

PE days – Tuesdays and Wednesdays.

Homework will be set on SeeSaw on a Wednesday and will be due in on the following Tuesday.



Dragon Quest

Study Unit Overview

Mathematics

Addition and subtraction.
Multiplication and division.
Doubling and halving.
Statistics and data.
Shape.

English

Discrete SPAG teaching.
Key texts used to support different styles of writing. Letters, poetry and non-fiction, as well as narrative.
Song of Sounds Stage 3 (spelling patterns).

Science

Materials – What are they?
What are their uses?
Thinking about what makes us healthy, as well as how animals can stay healthy.

Music

Listen to and appreciate music from around the world. Learn songs and play along with the recorder.

Art

Expressive painting focusing on the art by, Marela Zacarías & Charlie French.
The aim of this pathway is to enable children to explore expressive use of paint. This includes exploring colour, colour mixing and intention behind mark making.



History

Learning about our local castle in Arundel and comparing this to other castles.
Learning the parts of a castle, and using sources of evidence whilst handling artefacts etc.
Learning about knights – Joan of Arc.

DT

Making a throne for a King.

Computing

Using scratch to test computer games and begin to understand the coding behind them.

RE

Chinese New Year.
Judaism and respect.

Geography

Points on a compass and simple locational directions.
North, South, East and West.
Left, right, near and far.
Map reading and making.

PE

Participate in team games, developing simple tactics for attacking and defending.
Dance – interpretations of dragons.

E4S

Looking after our bodies safely
RSE and identity – know that they grow and change as they become adults. Be able to name external parts of the body.