

English

- Writing recounts about discovering the dragon egg and nurturing our baby dragon.
- Reading *The Dragon and the Nibblesome Knight* by Elli Woolard.
- Retelling the story orally and in pictures.
- Writing our own version of the story.
- Writing information texts about the features of castles.



Maths

- Recognising and naming 2D shapes and their properties.
- Recognising and naming 3D shapes and their properties.
- More than, less than and equal to symbols.
- Multiplication and division.
- Fractions of numbers. And shapes.
- Two, five and ten times tables.



PE

- Ball skills- develop their fundamental ball skills such as throwing and catching, rolling, hitting a target.
- Sending and receiving- develop their sending and receiving skills including throwing and catching, rolling, kicking, tracking and stopping a ball.



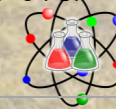
Year 2

Dungeons and Dragons



Science

- Investigating habitats and micro-habitats.
- Identify living, dead and never lived.
- Observing animals over time.



Religious Education

- Believing: How do people demonstrate their beliefs? Special foods, rituals and journeys.



Computing

- Use Scratch Junior to understand algorithms.
- Computer art- using paint and word.



History/Geography

- Exploring castles and their features.
- Comparing different types of castles from locations around the UK.



Design Technology & Art

- Make and paint dragon's eyes out of clay.
- Design and build a dragon cave.

