

Class 2 Topic Overview Autumn Term 2026-2027

 Paws, Claws and Jaws 		Enrichment opportunities: Friday 13 th November 2026 – Buzzing Bookmarks Crafternoon – come and support your child to sew a bookmark.	
 Creative Arts <i>Self-expression - "This is me."</i>	 Technology <i>21st Century skills - "What I can do."</i>	 Humanities <i>Self-recognition - "My place in the world."</i>	
Literacy As Readers we will... - Be able to read phonically decodable words accurately by blending sounds, particularly focusing on Phase 5 graphemes and alternative pronunciations - Be able to read Year 2 high-frequency and common exception words by sight without needing to sound them out - Be able to read aloud books/extracts and discuss vocabulary and plot to improve fluency Non-Chronological Reports As Writers we will... - Be able to write factual information about a real or familiar topic (e.g., animals, seasons) using a title, a short introductory paragraph, and clear sub-headings and group related facts - Be able to use present tense verbs consistently throughout the text. - Be able to use expanded noun phrases to add detail (e.g., the nocturnal barn owl, sharp, curved claws). - Know and use technical vocabulary suited to the topic (e.g., habitat, diet, carnivore). Narratives As Writers we will... - write simple narratives about personal experiences or fictional stories with a clear structure: - sequence events logically in time order. - use time conjunctions and adverbials to signal the passage of time Instructions As Writers we will... - Be able to write simple step-by-step instructions - Know how to use a Title, a "What You Need" list (and Numbered Steps in chronological order - Be able to use imperative verbs, time adverbs and noun phrases	Maths Number and Place Value As Mathematicians we will learn to... - Recognise the place value of each digit in a two-digit number (10s, 1s) - Identify, represent and estimate numbers using different representations, including the number line - Compare and order numbers from 0 up to 100; use <, > and = signs - Read and write numbers to at least 100 in numerals and in words - Use place value and number facts to solve problems Geometry – Properties of shape As Mathematicians we will learn to... - Identify and describe the properties of 2-D shapes, including the number of sides, and line symmetry in a vertical line - Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces Addition As Mathematicians we will learn to... - add numbers using concrete objects, pictorial representations, and mentally, including: a two-digit number, 2 two-digit numbers and adding 3 one-digit numbers	Geography Weather and Climate - How can we record and measure different weather phenomena? As Geographers we will... - Be able to use fieldwork to observe, measure, record and present the human and physical features in the local area using a range of methods - Be able to identify seasonal and daily weather patterns in the United Kingdom - Be able to identify location of hot and cold areas of the world in relation to the equator and the North and South Poles	
		Religious Education Beginning to learn from Islam. As respectful learners, we will... - Know the main ways Muslims in Walsall worship Allah. - Know how Muslims worship at a mosque. - Know what kinds of signs and symbols Muslims use to show devotion to God – e.g. at the mosque, when reading the Qur'an or at a festival - Understand why Muslims in Walsall like to pray 5 times a day - Understand what matters most in Islam.	
Art Monochromatic Art – How can you pattern be used in Art? As Artists we will... - Be able to use a range of materials creatively to design and make products - Be able to use drawing, painting and sculpture to develop and share our ideas, experiences and imagination - Be able to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space - Know about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to our own work As Designers we will... - Understand how key events and individuals in design and technology have helped shape the world - Understand how to strengthen, stiffen and reinforce more complex structures - Understand and use mechanical systems in our products (for example, gears, pulleys, cams, levers and linkages)	Science Living Things and our Habitats - How do we know something is alive? As Scientists, we will - Be able to explore and compare the differences between things that are living, dead, and things that have never been alive. - Be able to identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other - Be able to identify and name a variety of plants and animals in our habitats, including microhabitats - Be able to describe how animals obtain our food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food Seasonal Changes - What changes occur throughout the seasons? As Scientists, we will... - Be able to observe changes across the four seasons - Be able to observe and describe weather associated with the seasons and how the day length varies	Personal, Social, Health, Relationships and Economic Education Foundations for Wellbeing As Safe and Healthy Learners we will... - Know about thoughts and feelings and how noticing them can be helpful. - Know about different kinds of distraction. - Know about different ways of changing thoughts and feelings. - Know how to manage unhelpful thoughts. - Know about ways of managing reactions and responses. - Know about different kinds of change and how change can affect people. Keeping Safe Online As Safe and Healthy Learners we will... - Understand how online content can impact feelings, - Know how to make safe choices about what we watch or share online	

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Music	Computing	
<u>Carnival of the Animals; Composing music inspired by birdsong</u> As Musicians we will... - Know about the music 'Carnival of the Animals' and listen to 'Aquarium'. - Know how a composer uses timbre to create character - Know how a composer uses rhythm and articulation to create character - Be able to invent simple patterns using voices, body percussion, and then instruments. - Be able to follow signals given by a conductor/leader. - Be able to structure compositional ideas into a bigger piece. - Be able to improvise solos using instruments.	<u>Information technology around us</u> As Computer Technologists we will... - Be able to recognise the uses and features of information technology - Be able to identify the uses of information technology in the school - Be able to identify information technology beyond school - Be able to explain how information technology helps us - Be able to explain how to use information technology safely - Be able to recognise that choices are made when using information technology	
PE	Design and Technology	
<u>Multi skills</u> As Healthy Learners we will... - Be able to balance when moving - Be able to change direction quickly when running - Be able to pass an object to a target - Be able to keep control when moving with the equipment - Be able to change direction when moving - Be able to balance on equipment	<u>Textiles: How can you make a bookmark that's both fun and useful?</u> As Designers we will... - Be able to explore and evaluate a range of existing products - Be able to design purposeful, functional, appealing products for ourselves and other users based on design criteria - Be able to generate, develop, model and communicate our ideas through talking and drawing - Be able to select from and use a range of tools and equipment to perform practical tasks - Be able to select from and use a wide range of materials and components, including textiles, according to our characteristics - Be able to build structures, exploring how they can be made stronger, stiffer and more stable - Be able to evaluate our ideas and products against design criteria	