

John F. Kennedy Primary School

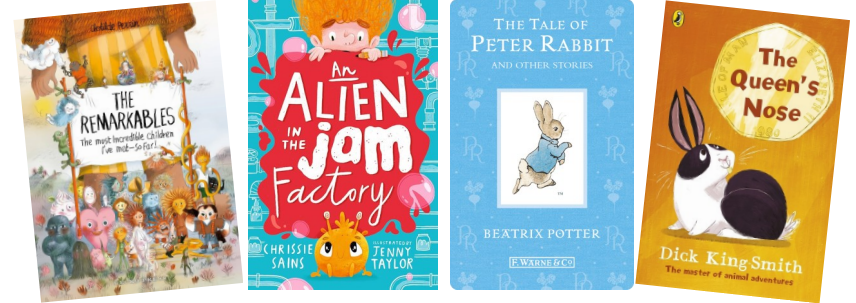


John F. Kennedy
Primary School

Year Two
Spring Two 2025

Class Novels

The Remarkables - Clotilde Perrin
An Alien in the Jam Factory - Chrissie Sains
Peter Rabbit - Beatrix Potter
The Queen's Nose - Dick King Smith



Weekly Notices

PE - Tuesday
Forest School - Thursday (see Buzz each week for dates)
Spelling homework - given on a Friday
Spelling test - Following Friday

Parents and Families

3/3/25—School Reopens
7/3/25—World Book Day
18/3/25—KS1 Scholastic Book Fair (3:30pm)
31/3/25—Washington Wetlands Trip
11/4/25 - School Closes for Easter holidays
28/4/25 - School Reopens for Summer Term

English

- Recounts
- Narratives
- Poetry
- Non-Chronological Reports
- Diary Entries



English Basic Skills

- Apostrophes for singular possession
- Contracted words
- Commas in a list
- Suffix words

Maths

Geometry—Properties of Shapes (2 Weeks)

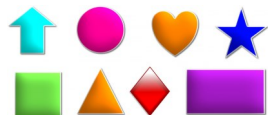
- Recognise and name common 2-D shapes, for example, rectangles (including squares), circles and triangles.
- Identify and describe the properties of 3D shapes, including the number of edges, vertices and faces.
- Identify 2D shapes on the surface of 3D shapes.
- Compare and sort common 2D and 3D shapes and everyday objects.

Multiplication and Division (2 Weeks)

- Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot
- Calculate multiplication and division statements within the multiplication tables and write them using multiplication (x), division (÷) and equals (=) signs.
- Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers.

Addition and Subtraction (2 Week)

- Solve problems with addition and subtraction: using concrete objects and pictorial representations, including those involving numbers, quantities and measures applying their increasing knowledge of mental and written methods.
- Show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot.
- Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.



Computing

Scratch and Turtle Logo

In this unit of learning, the children will be introduced to the programme 'Scratch' and 'Turtle Logo'. They will learn how to create and use simple algorithms using both programmes.

Geography

Human and Physical Features – U.K.

In this geography unit, pupils will learn about human and physical features. They will begin by studying human features, focusing upon how they are man-made, and from this, will be able to identify a range of them. They will learn about physical features and how these are naturally occurring.

D.T.

Construction - Baby Bear's Chair

During this D.T. unit, pupils will gain an understanding into the design process that takes place when new products are being manufactured. As an inspiration for this D.T. unit, the tale of Goldilocks and the Three Bears will be used allowing the children to have a clear purpose for designing a chair for Baby Bear.

Music

Zootime

In this unit of work, all of the learning is focused around one song: Zootime. The material presents an integrated approach to music where games, the interrelated dimensions of music (pulse, rhythm, pitch etc), singing and playing instruments are all linked.

PE

Football

In this unit, the children will develop their skills and understanding of competitive football. The unit aims to inspire all children to succeed and excel in competitive sports by breaking down each area of football.

Science

Living Things and their Habitats

During this unit, pupils will gain an understanding of a variety of habitats and how they provide the needs for a range of animals and plants in addition to how animals and plants are suited to this environment. From investigating and comparing, they will be able to explain why certain habitats are suitable and unusable to a range of living things through their knowledge of the living things' characteristics.

