

### Further Useful Information

The school gate opens at **8:10am**.

**Registration** takes place between **8:50** and **8:55am**.

**Collection** time for Year 2 is **3:40pm**.

### Trips and Events

Tuesday, 17 <sup>th</sup> January	Maths Workshop for Parents and Carers in Years 1 and 2
Wednesday, 18 <sup>th</sup> January	Roman Day
Thursday, 26 <sup>th</sup> January	Supporting your child in the Lower School meeting
Tuesday, 7 <sup>th</sup> February	FOW Family Bingo
Wednesday, 8 <sup>th</sup> February	Open Classroom for Parents and Carers
Friday, 3 <sup>rd</sup> March	World Book Day
Thursday, 9 <sup>th</sup> March	Parent and Carer/Teacher Meetings
Tuesday, 14 <sup>th</sup> March	Parent and Carer/Teacher Meetings
Friday, 24 <sup>th</sup> March	Year 2 Roman Assembly for Parents and Carers.
Wednesday, 29 <sup>th</sup> March	FOW Easter Egg Hunt

## Windlesham School



## Year 2 Spring Term 2017

### Cross-curricular topic:

### The Romans

*N.B. The enclosed topics are merely what we would like to cover. Please note that as an Independent school, we enjoy the flexibility to explore any other interesting area of learning that may arise during the term, and therefore the list should be taken as a guide only.*

## ENGLISH

- Writing in the style of myths and legends.
- Writing information texts linked to Roman life.
- Alphabetical order, dictionary skills.
- Common spelling patterns.
- Punctuation including commas.
- Building fluent reading with inference and deduction, using Class Reader and individual reading.

## MATHEMATICS

- Properties of number.
- Ordering, estimation and rounding.
- Understanding multiplication and division.
- Fractions of shapes and amounts.
- Capacity.
- Data handling.
- Mental arithmetic skills and strategies.
- Continuing to learn 2x, 5x and 10x tables.

## SCIENCE

- Living things and their habitats – Exploring differences between living and dead.
- Identify living things that have different habitats.
- Exploring different habitats.

## ART & DESIGN

- Roman architecture – sketching, tracing, drawing using observation.
- Making a Roman shield using junk modelling.
- Making mosaics and associated patterns.

## FRENCH

- Revisit numbers, days and months.
- Weather, seasons and time.
- Fruit (likes and dislikes)
- Boucle D'or (Goldilocks).
- Stories, songs, games and rhymes.
- Easter activities.

## GEOGRAPHY

- Mapping skills.
- Locating areas owned by the Roman Empire and how travel eased invasion.
- Locating Roman areas in Great Britain – comparing then and now.

## HISTORY

- Introduction to Roman Empire – life in Rome, soldiers, roads, home life, hypocausts, religion, entertainment, food, forum.
- Julius Caesar and his reign.
- Roman Gods.

## COMPUTING

- Use of the Internet for research to support History and Geography.
- Algorithms: understanding accuracy of instructions needed for programming.
- Programming using the computer and Bee-Bots.

## MUSIC

- Develop fluency with reading and playing the notes B, A, G, E and C on the recorder.
- Explore improvisation on the recorder.
- Songs with added percussion and recorder parts.
- Singing simple two-part 'partner songs'.

## P. E.

- Swimming: Improving stroke technique, safety. Badge work.
- Dance: movement, rhythm and basic choreography.
- Games: sending, receiving and introducing implements.
- Introduction to basic invasion and net games.

## P.S.H.C.E.

- Learning about **M**otivation, **A**ttitude, **G**umption, how **I** Learn, **C**ommunication.
- Embedding the Windlesham Code of Conduct.
- Philosophy throughout the curriculum.
- New Year's resolutions.
- Playground games and etiquette.
- 'Caring and Sharing' and being kind.
- Building friendships, resolving conflicts.

## RELIGIOUS STUDIES

- Why and how different religions celebrate various festivals, for example baptism, Shabbat and the Chinese New Year.
- The Easter story.
- Links to comparison of Christianity and Roman religion.