

Woodpecker Hall Academy Learning Web: Year 2 Autumn 2

Kings and Queens

This term the children will be learning about the British monarchy and comparing how they have changed life in Britain. The children will be experiencing a school day as a Victorian child.



Key Dates :

Money ready workshop- Tuesday 13th January 2026- 2E and 2O / Wednesday 14th January 2026- 2B
 Victorian day – **for Year 2 only**: Tuesday 20th January 2026 (children to come dressed in Victorian clothes)
 Cultural event- Friday 30th January 2026
 Tuesday 10th February 2026 Safer internet day
 Friday 13th February 2026 INSET day – No school

Maths :

Place value

- Count in steps of 2, (introduce 3) and 5 from 0.
- Recognise the place value in two digit numbers (tens, ones).
- Compare and order numbers from 0 up 100; use <,>and =.

Statistic

- Interpret simple pictograms, tally charts, block diagrams and simple tables .
- Counting the number of objects in each category and sorting the categories .
- Totalling and comparing categorical data.

Addition

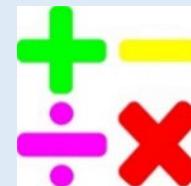
- Add numbers using concrete objects, pictorial representations and mentally.

Multiplication and division

- Calculate mathematical statements for 'x' and '÷'.
- Recall and use multiplication and division facts.

Money

- Recognise and use symbols for '£' and 'p'.
- combine amounts to make a particular value.



PHSE: Dreams and goals

- To choose a realistic goal and persevere even when things get tough.
- To recognise who I work well with.



Spanish:

- To name classroom objects
- To recall colours
- To add detail about classroom objects (object, colour, number)



Physical Education:

Outdoor – Ball skills

To develop dribbling in order to keep control and possession of the ball.
 To combine dribbling, passing and receiving in order to keep possession of the ball

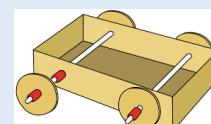


PE – Indoor – Gymnastics

To explore different ways pupils can perform the sequence.
 Jump, Roll, Balance.

DT: Mechanisms - Wheels and Axles

- To develop practical skills and techniques.
- To explore wheels and axels.
- To plan and design our toy.
- To choose materials/tools and equipment.



Computing:

- How music makes us feel.
- Rhythms and patterns.
- Creating digital music.



History:

- What are the similarities and difference between Queen Victoria and Queen Elizabeth II?
- Exploring what life was like during the Victorian period.
- What are the similarities and difference between Queen Victoria and Queen Elizabeth II?



RE: Sikhism

- To retell the story of Guru Nanak and share a key message from the story about how Sikhs believe people should live
- To explain what the Guru Granth Sahib is and why it is special to Sikhs.