Year 2

Autumn Term 2026

Castles



Enrichment opportunities

- Themed role play

Geography & History

- To be able to use a range of sources to
- find out about castles in the past.
- To understand the function of different features of a castle and why they were needed.

Physical Education

- To explore the personal and social cog following instructions safely and taking turns.
- To learn to persevere, encourage others and ask for help where appropriate.
- To look at the fundamental skills such as footwork, balancing and jumping.

Science

- To explore and compare the differences between things that are living, dead and things that have never been alive
- To identify most living things live in habitats to which they are suited and describe how different habitats provide for basic needs of different kinds of animals.
- identify and name a variety of plants and animals in their habitats, including microhabitats.

Computing Coding

To understand what an algorithm is.

· To create a computer program using an algorithm.

· To create a program using a given design

Music

- To sing, play and follow instructions to perform as a group.
- To describe music using simple musical vocabulary.
- To explore multiple ways of making the same sound. Represent the same sound in different ways.
- To describe how they have adapted a sound using musical vocabulary.

Design and Technology

- To design, make and evaluate a moving toy using sliders and levers.

Outdoor learning opportunities

- To explore living things in their habitats

Art

- To know how to mix different types of paint.
- To compose a painting in the style of Paul Klee using shapes and colour.