

Ways in which you can support your child's learning:

- Read with or to your child every day. The wider the range of materials the better. Ask them questions to ascertain their understanding.
- Practise your child's spellings with them.
- Find the difference between numbers and measurements.
- Sketch natural objects.
- Research famous pirates on the internet, with an adult and use information books.
- Practise typing on a computer—become familiar with the layout of a keyboard
- Name and describe different materials you see around you using similes and adjectives.
- Practise throwing and catching a ball
- Learn the seven continents and five oceans.

Children's Websites:

- www.bbc.co.uk/cbeebies
- www.learningenglishkids.britishcouncil.org
- BBC Bitesize
- Woodlands Junior School
- Topmarks Education
- www.ictgames.co.uk
- www.storylineonline.net
- www.phonicsplay.co.uk

Itchen Valley trip

Your child will learn the skills that Pirates need to survive

The trip includes:

• Role play & teamwork. • Face painting and role play. • Pirate ship building. • Flag making. • Map Reading- to find the hidden treasure. • Walk the plank at the end of an obstacle course. • Pirate games.



“Rights to be Safe”

“Right to learn”

“Right to be the best we can be”



English

- Stories with familiar settings.
- Non-chronological reports.
- Grammar – synonyms, contractions present and past tense
- Phase 6 Phonics/Spelling Patterns.
- Using a wider variety of Punctuation
- High quality vocabulary—introduction to a Thesaurus.
- Reading skills— developing strategies and skills for comprehension tasks.



DT

- Design a pirate ship that can float.
- Design purposeful, functional, appealing products for themselves and other users based on design criteria.
- Use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

Computing

Developing Digital Literacy Skills

Music

- Explore and learn a range of pirate sea shanties.



PE

Games: throwing and catching.

- Throw, catch and bounce in different ways when standing still or on the move.
- Choose and apply skills to make up games.

Real PE

- master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities.



Fairisle Learning News

Year 2 Autumn 1

Our learning adventure this half term is called Pirates!

Mathematics

- Add or subtract a one-digit number to or from any two-digit number.
- Solve number puzzles and word problems and explain their methods. Apply skills taught to measures.
- Understand that addition and subtraction are inverses.
- Count on and back from any two-digit number in steps of 1, 2, 5 and 10.
- Classify objects and numbers and organise them in lists and simple tables.
- Read, write and order two-digit numbers.
- Partition two-digit numbers and use this to solve problems.
- Know addition and subtraction facts for each number up to 10 then 20.
- Explore properties of 3-D solid shapes and 2-D shapes.



RE

- To understand the concept of bread as a symbol.



PHSE

- Learn about feelings and how to manage them.
- Use problem-solving skills when conflicts arise and to manage their own feelings by calming themselves down.
- Learn about the impact of kindness and unkindness; the impact of right and

Science

- To plan and carry out an investigation linked to materials.
- Make predictions and record results.

Art

To develop sketching



Geography

- The 7 continents and 5 oceans in the world.



History

- Looking at and comparing the lives of Sir Francis Drake and Grace O'Malley.

