















# Week beginning 2nd March 2026

## This week In Year 2 we are learning:

<b>Words of the week</b>	call, do, does, down
<b>English</b> 	To write questions to create an interview. To create captions for photos using the past tense. To write a postcard about Grandad's beach adventure. To use apostrophes for possession.
<b>Maths</b> 	To be able to double and halve numbers. To understand the 2 times table. To understand the 5 times table. To understand the 10 times table.
<b>Little Wandle Spelling</b> 	To know how w and qu change the sounds that 'a', 'ar' and 'or' make in some words.
<b>Handwriting</b> 	To write letters oa, ode, ole, obe correctly. To form letters correctly with correct height and size.
<b>PE - Dodgeball</b> 	To engage in competitive physical activities. To develop movement skills relevant to games i.e. dodging. To identify what they need to do to improve their performance.
<b>PE – Fitness</b> 	To develop balance and coordination when completing a variety of different tasks. To continue to develop the jumping technique to gain height and distance.
<b>Jigsaw PSHE</b> 	To show or tell you what relaxed means and to know some things that make me feel relaxed and some that make me feel stressed. To tell you when a feeling is weak and when a feeling is strong.
<b>Mindfulness</b> 	To use breathing techniques to aid mindfulness.
<b>Reading</b> 	<b><u>Whole Class Reading</u></b> To read a poem. To discuss the meaning of new words. To answer questions about a poem.
<b>RE</b> 	To talk about how Jesus may have rescued people. To learn about Jesus rescuing Zacchaeus.
<b>Music of the week</b> 	Music from the Disney movie Fantasia 1941 <a href="#">fantasia walt disney's 1940 original movie part 1-with pegasus and their babies</a>

<b>Geography</b> 	To know the names of the five oceans and locate them on a map.
<b>Science</b> 	To recognise that living things live in habitats to which they are suited. To gather and record data to answer a question.
<b>Computing</b> 	<b><u>Coding</u></b> To use a keypress event to make an object change direction.