



### MATHEMATICS

- **Place value** – Revise ordering numbers, doubles and near doubles.
- **Subtraction** – Using the partitioning method to subtract numbers up to 3 digits. (using place value counters)
- **Subtraction** – Using the column method to add numbers up to 3 digits.
- **Multiplications** – Introducing 3, 4 and 8 times tables. Consolidating multiples of 2, 5 and 10. Understand Multiplication/divisions as repeated addition/subtraction. Solve problems using multiplication.

### ENGLISH

- **Play scripts using a traditional tale** - Reading the story of Hansel and Gretel. Identifying the features of a play script, performing part of the story and writing their own scene.
- **Instruction writing.** Understanding instructional texts and writing instructions for a DT calendar.
- **Spelling and Grammar-** Conjunction focus: for cause and time. Using prepositions and using articles to describe a noun. Continue learning different homophones through weekly spellings.



### TOPIC

#### What Makes the Earth Angry?

- **Science** – Learning about Magnets and Forces through a selection of fair tests.
- **Design and Technology** – Designing and making a needle pouch.
- **Computing** – Technology in our lives: Emailing other year 3 and year 2 children.
- **Geography – What makes the Earth angry?** – Describe and understand key aspects of volcanoes and earthquakes.
- **PE** – Developing a shape sequence including travel, roll and balance.
- **RE** – What do Christians believe about a good life?
- **Music** - To use prior learning about rhythm to create their own rhythmic patterns.
- **French** – Key phonics sounds, numbers.

### WAYS YOU CAN HELP AT HOME

- Listen to your child read – every other day.
- Practise spellings regularly and use Spelling Shed.
- Practice time tables regularly including division facts for x2, x3, x5, x10.
- Use TT rockstars regularly particularly using 'Garage.'
- Maths games and websites – Hit the Button (number bonds to 100) Top Marks – choose... Learning games... 7-11 ...Problem solving (Needs ADOBE Flash Player)
- Please revise Year 2 spelling rules 12-16 on [Spelling Frame](#)