

English

- Create a descriptive piece of writing about a dragon, inspired by the book *Tell me a Dragon* by Jackie Morris
- Compile their pieces of writing to make a class book that is our own version of Tell me a Dragon
- Retell stories they have listened to and use authors' ideas to inspire their own work and language
- Use exclamations and questions in their writing and punctuate them appropriately
- Edit and make additions to their writing to improve it
- Use the correct terminology such as *nouns*, *adjectives*, *verbs*, *adverbs*, and *conjunctions* when talking about their writing and the texts that they read
- Learn to spell words where the sound: /ur/ is spelled or; /or is spelled ar; /zh/ is spelled si or s
- Learn to spell words with the suffixes -ment, -ness, -ful and -less

Computing

- Continue using keyboard skills to compose emails
- Enter commands into a programmable floor-robot and computer programs

Physical Education

- Ball skills – practise kicking and dribbling

Art and Design

- Study the dragon eye paintings by the artist Elaina Wagner and create their own dragon eye to then turn into a clay sculpture



Tell Me a Dragon Curriculum Overview for Year 2 Term 5 2026

PSHE

- Learn why sleep is important for keeping healthy

Religious Education

- Explore the question 'What makes some places sacred to believers?'

Maths

- Construct and interpret block diagrams and pictograms
- Measure capacity using litres and millilitres
- Estimate and order different measurements of capacity
- Compare capacities using the symbols $<$ $>$ $=$
- Measure temperature in degrees Celsius
- Solve problems using the skills and knowledge they have learnt,
- When problem-solving, understand the process of trial and error and appreciate that it isn't always possible to arrive at a solution straight away

Science

- Identify things that are living and non-living, or have never been alive, and learn about the life processes that all living things share

Music

- Learn to play a few notes on a recorder and follow a simple musical score to play simple tunes