

Year 2 Dens and Dwellings

Key Aim – Through our history, science and local area studies, we will learn about different habitats and ways of life.

Key Vocabulary:

habitat	shelter	environment
haven	ecosystem	Portchester Castle
microhabitat	natural	moat
food chain	curtain wall	
hibernation	drawbridge	
similarities	differences	
carnivore	omnivore	herbivore

Key facts:

- Plants, animals and humans live in a habitat
- There are lots of different habitats
- A habitat means a place where plants and animals live and it provides them with food, shelter and water for survival
- Habitats for humans have changed over time
- Animals live in specific habitats
- Some animals live in a microhabitat
- A microhabitat is a very small habitat like a tree
- Portchester Castle is a place where people lived in the past and is local to our school

Key Concepts and Skills: History and Science

Pupils will develop an awareness of the past, using common words and phrases relating to the passing of time.
They will identify similarities and differences between ways of life in different periods.
They will use a wide vocabulary of everyday historical terms.
They will ask and answer questions.
They will understand some of the ways in which we find out about the past and identify different ways in which it is represented.
They will recognise the importance of habitats for plants and animals
They will identify and categorise different habitats
They will understand the threats of humans to habitats

Quality Texts to Inspire Us:

The Castle the King built by Rebecca Colby



Whose Habitat is That? by Lucile Piketty



YEAR 2
Dens and Dwellings
Spring II 2025

Outcome: The children will have a greater understanding of the importance of habitats and how they have changed and evolved over time.

Hook: We have discovered a mysterious box full of clues.
Who do they belong to?



As Readers, we will:

- developing an enjoyment of reading and sharing books
- answer questions
- make inferences about what has been read
- compare books by the same or different authors
- read words containing common suffixes
- be introduced to non-fiction books that are structured in different ways
- check that the text makes sense and correct inaccurate reading

Key Texts:

- The Castle the King Built by Rebecca Colby
- Whose Habitat is That? by Lucile Piketty

As Writers, we will:

- write a non-fiction piece of writing about habitats
- write sentences that are sequenced to form a short narrative (real or fictional)
- learn to spell more words with contracted forms
- spell some common exception words
- to begin to learn some letters that join together
- learn the possessive apostrophe (singular) [for example, the girl's book]

Key Vocabulary:

- sentence, capital letter, full stop, adjective, noun phrases

Must Haves:

- learning to spell common exception words
- start using some of the diagonal and horizontal strokes needed to join letters and understand which letters, when adjacent to one another, are best left unjoined

As Mathematicians, we will:

Position and Direction

order and arrange combinations of mathematical objects in patterns and sequences ♣ use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti clockwise)

Time

compare and sequence intervals of time ♣ tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times ♣ know the number of minutes in an hour and the number of hours in a day

Money ♣ recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value ♣ find different combinations of coins that equal the same amounts of money ♣ solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change

Measures ♣ To use standard units of measure to estimate: height, length, mass, capacity and temperature.

Key Vocabulary:

forward backward left right clockwise anticlockwise quarter turn full turn three quarter turn

o'clock quarter to and past half past hour hand minute hand

pounds and pence

centimetres, metres, grams, kilograms, litres, millilitres

As **Scientists**, we will:

- Work scientifically – gather and record data to help in answering questions, use observations and ideas to suggest answers to questions, identify and classify, observe closely, using simple equipment
- Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other
- Identify and name a variety of plants and animals in their habitats, including microhabitats
- describe how animals obtain their food from plants and other animals, using the idea of a simple food chain
- identify and name different sources of food
- explore and compare the differences between things that are living, dead, and things that have never been alive

Key Vocabulary

habitat hibernate
arctic plants desert rainfall
ocean seagrass
woodland fern moss microhabitat
food chain diet
living dead never alive

As **Historians**, we will:

- explore a historical place in our locality – Portchester Castle
- investigate and find out about the differences between past and present
- understand the key parts of a castle
- find out about the jobs people did in a castle
- ask questions about the past

Key Vocabulary:

changes compare wall
similarities differences roof
buildings structure construction
materials ancient modern
settlements Portchester Castle

As **Design Technologists** we will:

- Identify a range of items with different mechanisms including slider and levers.
- Explore moving books and discuss the user, purpose and function.
- Use drawings and labels design a moving card based on our PUP (Purpose, user and product) and class design criteria.
- Select the tools and equipment to perform practical tasks to make a moving animal.
- Select a range of materials to make my moving card and explain why the materials have been selected.
- Consider my own and others' views on whether my moving card met the design criteria and PUP.

Key Vocabulary:

sliders levers mechanism prototype
moving picture bridge function
purpose user

As **Computer Technologists** we will:

- recognise that we can count and compare objects using tally charts
- recognise that objects can be represented as pictures
- create a pictogram
- select objects by attribute and make comparisons
- recognise that people can be described by attributes
- explain that we can present information using a computer

Key Vocabulary:

organise, data, object, tally chart, votes, total pictogram, enter, data, count data, pictogram, explain, more common, least common attribute, most popular, least popular, conclusion, block diagram,

In **PE** we will:

- identify techniques to improve balance
- practise a range of gymnastic skills through a series of circuits
- perform a range of gymnastic skills with increased accuracy
- perform a sequence of gymnastic moves within a circuit
- perform a sequence of moves at each station within a circuit with increased accuracy
- evaluate performance of gymnastic moves within a circuit

Key Vocabulary:

travelling spotting
extend flexible
stretch reach

In **PSHE** we will:

- talk about the things they have in common with their friends, classmates, and other people.
- think about how friends can have both similarities and differences.
- know how to play and work cooperatively in different groups and situations
- know how to share their ideas and listen to others, take part in discussions, and give reasons for their views.

Key Vocabulary:

similar different cooperate negotiate
share respect value

As **Musicians**, we will:

- use voices expressively and creatively by singing songs and speaking chants and rhymes
- play tuned and untuned instruments musically
- listen with concentration and understanding to a range of high-quality live and recorded music
- experiment with, create, select and combine sounds using the inter-related dimensions of music

Key Vocabulary:

sing
tuned instruments untuned instruments
speed timbre
beat rhythm