

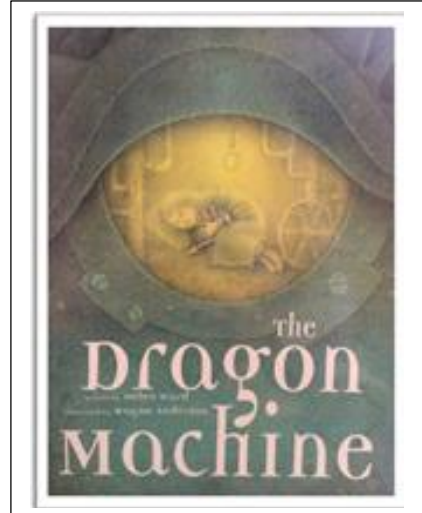


Helsby Hillside Primary School – English Y2 Spring 1 - Key Learning Overview

Dragon Machine by Helen Ward

Vocabulary development:

overlook	telephone
perch	tulips
havoc	sank
troublesome	water lilies
advice	pond
consult	encyclopedia
tragic	machine
lumbered	undercarriage
wreckage	engine
venture	fields



	Children will be able to:
Speaking and listening	Ask relevant questions Build vocabulary Articulate and justify answers Use spoken language: speculating, hypothesising, and exploring ideas
Reading	Check the text makes sense Make inferences on the basis of what is being said and done Answer and ask questions Predict what might happen on the basis of what has been read so far
Writing	Write sentences with different forms: statement, question, exclamation, command Use subordination (apply because, introduce when) Use present and past tenses correctly and consistently (some progressive) Read writing aloud with intonation Use punctuation correctly - exclamation marks, question marks
Spelling	As well as revising and consolidating previous grapheme-phoneme correspondences (GPCs) and learning statutory new GPCs for Y2, Pupils will/Will be able to: Begin to spell some common homophones Spell more words with contracted forms (eg can't for cannot) Use the singular form for the possessive apostrophe (eg. the girl's book) Distinguish between homophones and near homophones (eg there/their/they're)

	<p>Add the suffixes –ment, -ness, -ful, -less, -ly to be able to spell longer words</p> <p>Spell words ending in -tion</p>
Handwriting	<p>By the end of the year pupils will/Will be able to:</p> <p>Form letters of the correct size relative to one another (tall, small letters, capital letters etc)</p> <p>Use some of the diagonal and horizontal strokes needed to join letters and understand which letters are best left unjoined</p> <p>Use spacing between words that reflect the size of the letters</p>
Writing Outcome	<p>Fiction: story with adventure focus</p> <p>Greater Depth - Story written in 1st person</p>