

English – Aladdin

To correctly spell words ending in –ing, applying the associated spelling rules. To include and correctly punctuate the four sentence types – statement, question, exclamation, command. Select, generate and effectively use noun phrases. Include subordination using the words *because*, *when* and *if*. To write in the past and present tense. Sequence the main events in stories. Use past tense for recount. Include co-ordination, using the words *and* and *or*. Discuss words within context of a text. Begin to make inference about characters and events, using evidence from the text. Explain and discuss understanding, giving opinions and supporting with reasons. Demonstrate understanding through role play and drama. Make predictions based on what has been read so far.

Spellings: Why do some words end -le, -al, -il or -el? Why does ‘c’ make the sound /s/ in some words? How can I spell the sound /zh/? busy pretty be/bee? What happens when I add the suffixes -ment, -ness, -ful -less and -ly to a root word? How can I show missing letters in a word? Exploring apostrophes to show missing letters in words (contractions). Explore using the possessive apostrophe with singular nouns. Prickly spelling words: beautiful, laugh, parents, because; homophones: be/ bee, here/ hear, bare/bear.

Maths

Mass, capacity and temperature - Compare volume and capacity. Measure in millilitres and litres. Solve problems using the four operations. Understand temperature.

Fractions - Equal and unequal parts. Recognise and find $\frac{1}{2}$, $\frac{1}{4}$, $\frac{1}{3}$, $\frac{3}{4}$ and 1 whole. Unit and non-unit fractions. Equivalent fractions $\frac{1}{2} = \frac{2}{4}$. Count in fractions up to 1 whole.

Time - O'clock and half past. Quarter past and quarter to. Minutes past the hour. Minutes to the hour. Tell the time to the nearest 5 minutes. Know that there are 60 minutes in 1 hour and 24 hours in a day.

Times tables - Consolidate the learning of the 2x, 5x and 10x tables, including division facts.

Science – Plants To make close observations about a range of food seeds, bulbs and tubers. Predict where the food will grow on the plant. Understand that most plants produce seeds, and that some plants grow from a bulb. Identify what plants need to grow and stay healthy. To plan an investigation (the impact of warmth/light/ water on plant growth, and to evaluate findings.

RE – Why are buildings and places important to people of faith?

Understand why people of faith gather in particular places or buildings. Know that for many people of faith there is a specific holy place/building that is special to them. People with Non-religious World Views may still have places and buildings they consider important for specific reasons. Link the features of holy places/buildings to beliefs and practices of the people who gather there. Ask good questions about places of worship. Investigate and describe what happens there using religious vocabulary.



Year 2 Summer 1

Charity – RNLI

Christian Value – Love

Special event – Class Photographs (21st April)

Enrichment – Anniversary of VE Day (8th May)

Online Safety Strand – Online relationships/reputation

Community links – Sports Day and Picnic (20th May)

British values – Democracy

Geography – Our Warming Planet: How are the hot and cold parts of the Earth changing?

Name and locate the world’s seven continents and five oceans. Identify seasonal and daily weather patterns in the UK and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles. Use basic geographical vocabulary to refer to key physical features (coast, forest, sea, ocean, river, soil, valley, vegetation, season and weather) and key human features (city, town, village, farm, house). Use world maps, atlases and globes to identify the UK and its countries, as well as other countries, continents and oceans. Use aerial photographs and simple fieldwork and observational skills.

Art – Expressive Painting

Use a range of materials creatively to design and make products. Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination. Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. Know about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.

Computing – Digital Media: Creating Music

Experiment with sound using a computer program (Chrome Music Lab). Connect images with sounds. Use a computer to experiment with pitch. Create a musical pattern and refine it using a computer. Retrieve and review their work.

Music – Singing- Theme: On this Island

Use different pitches while singing (high and low notes). Sing lyrics accurately. Perform actions that match lyrics. Collaborate and communicate within a group. Use sounds creatively to represent a chosen environment. Perform a composition. Apply pitch and dynamics to enhance a composition. Read notation from left to right.

PE

Athletics: Throw underarm accurately into a target. Throw underarm as far as possible. Throw overarm accurately and for distance. Throw using a push and two-handed throw for distance. Jump for distance with control. Complete an obstacle course with speed and agility.

Striking and Fielding: Demonstrate an overarm throw for distance. Strike a ball with accuracy for distance. Play a simple striking and fielding game. Use simple tactics as part of a game.

PSHE – Growing and Changing

Please see separate Dojo post detailing this unit, with Knowledge Organiser attached.

Friendship

Faith

Respect

Determination

Love

Service

Thankfulness

Honesty

Forgiveness