

# Year 2 Summer Term 1

## English - Reading

- listen to and discuss views about 'The Story Tree'
- discuss the sequence of events and how events are related
- discuss and clarify the meaning of new words
- discuss favourite words and phrases.
- make inferences about what is said and done
- identify connections.

## Design Technology D.T. - Freestanding Structures

### Structure from a traditional tale

#### Technical Knowledge

- build structures, exploring how they can be made stronger, stiffer and more stable

#### Design

- design purposeful, functional, appealing products for Rapunzel based on design criteria
- generate, develop, model and communicate their ideas through talking, drawing, templates and mock-ups

#### Make

- select from and use a range of tools and equipment to cut, shape, join and finish
- select from and use a wide range of construction materials to build a stronger, stiff and stable tower for Rapunzel

#### Evaluate

- explore and evaluate a range of existing products
- evaluate their ideas and products against design criteria

## Music

- Friendship

## R.E

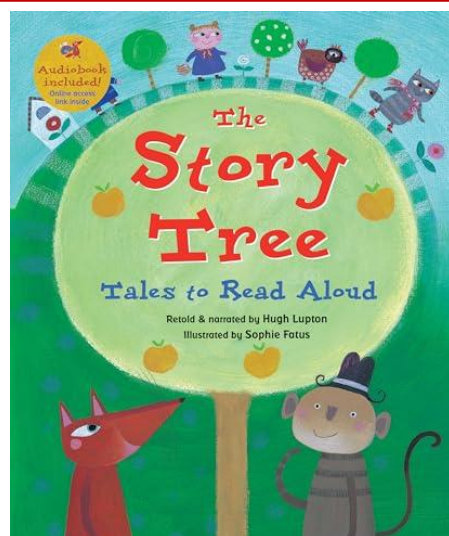
- Islam

## French

- Je Peux

## White Rose Maths Units

- Mass, Capacity and Temperature
- Fractions
- Money



## Science

### Living Things and their Habitats

- explore and compare the differences between things that are living, dead, and things that have never been alive
- 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 micro habitats

### Animals, including humans

- find out and describe the basic needs of animals, including humans, for survival (water, food and air).
- describe the importance for humans of exercise, eating the right number of different types of food, and hygiene.

### Plants

- observe and describe how seeds and bulbs grow into mature plants.
- find out and describe how plants need water, light and a suitable temperature to grow and stay healthy.

## Art and Design - Rainforests

- use a range of materials creatively to design and make a piece of rainforest artwork
- use drawing and painting to 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
- learn about the work of Henri Rousseau and John Dyer describing the differences and similarities between different practices and disciplines, and making links to their own work

## PSCHE

- Relationships

## Geography – Fieldwork Enquiry - Around Our Locality

- use basic geographical vocabulary to refer to:
- key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather
- key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop
- use world maps, atlases and globes to identify the United Kingdom and its countries
- use simple compass directions (North, South, East and West) and locational and directional language to describe the location of features and routes on a map
- aerial photographs and plan perspectives to recognise landmarks and basic human and physical features
- devise a simple map
- use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features

## Computing

- Creating Pictures
- Presenting Ideas

## P.E.

- Hit, Catch, Run
- Dance

## English - Writing

- develop positive attitudes and stamina towards writing - information, story and poetry
- write down ideas / key words and new vocabulary
- learn how to use familiar and new punctuation
- develop use of different sentences, including exclamations and statements
- re-read and evaluate writing to check it