Curriculum Parent Overview

Year 2: Summer 1

Self Worth **Engagement** **Purpose**

English

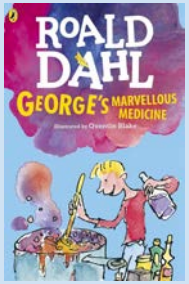
Writing to Entertain: Pioneering Potions

This term, we will be learning to write an entertaining piece of writing about a grizzly granny - in the style of Roald Dahl.

To be successful in our writing, we will learn to:

- Compose compound sentences using the conjunctions and, but, so
- Compose complex sentences using the conjunctions if, when, because, until
- Compose exclamation sentences starting with 'what' or 'how', such as, 'How revolting!'
- Use adjectives, nouns and expanded noun phrases effectively
- Use commas for a list
- Use time adverbials such as 'yesterday, last week…'

We will be using the book
***Georges Marvellous Medicine* by Roald Dahl**



WARNING: DO NOT try to make George's Marvellous Medicine yourselves at home. It could be dangerous… George Kranky's Grandma is a miserable grouch. George really hates that horrid old witchy woman, One Saturday morning, George is in charge of giving Grandma her medicine. So-ho! Ah-ha! Ho-hum! George knows exactly what to do. A magic medicine it will be! One that will either cure her completely of her horrible grouchiness . . . or blow off the top of her head!

Maths

Number: Statistics

In maths, we will learn to:

- Interpret and construct simple pictograms, tally charts, block diagrams and tables
- Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity and ask-and-answer questions about totalling and comparing categorical data

The tally chart shows the weather for 55 days.

Weather	Tally
sun	𝍸 𝍸 𝍸 𝍸 𝍸 𝍸
cloud	𝍸 𝍸
rain	𝍸 𝍸 𝍸

Draw a pictogram to show this information.
Choose your own key.

Geometry: Position and Direction

- Order and arrange combinations of mathematical objects in patterns and sequences
- Use mathematical vocabulary to describe position, direction and movement

Some objects are shown on a grid.



a) Use the clues to show where each object is on the grid.
- The car is to the left of the boat.
- The bike is between the plane and the boat.
- The scooter is to the right of the plane.

b) How many different ways can you describe the position of each object?

Science

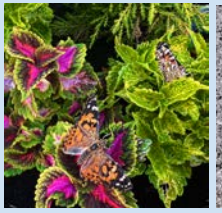
Science: Animals and Humans

We will be welcoming some little, wriggly visitors to the classroom and exploring the life cycle of a butterfly closely over the summer term.

In science, we will learn to:

- Notice that animals, including humans, have offspring which grow into adults
- Find out about 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 amounts of different types of food, and hygiene









Curriculum Parent Overview

Humanities

History: Technology Transformations

In history, we will learn to:

- Explore changes within living memory
- Develop an awareness of the past, using common words and phrases relating to the passing of time
- Explore a chronological framework and identify similarities and differences between ways of life in different periods
- Ask and answer questions, choosing and using parts of stories and other sources to show that they know and understand key features of events
- Understand some of the ways in which we find out about the past and identify different ways in which it is represented



PSHE

SCARF: Growing & Changing

In PSHE, we will learn to:

- Demonstrate simple ways of giving positive feedback to others
- Recognise the range of feelings that are associated with losing (and being reunited) with a person they are close to
- Identify different stages of growth (e.g. baby, toddler, child, teenager, adult) and describe some of the things that people are capable of at these different stages
- Identify which parts of our body are private and explain that our genitals help us make babies when we are older
- Understand that we mostly have the same body parts but how they look is different from person to person and explain what privacy means

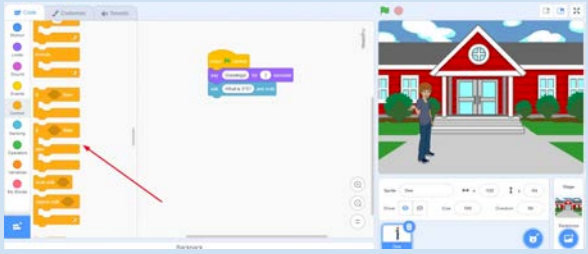
coram Life Education SCARF

Computing

Computing: Programming Quizzes

In computing, we will:

- Design algorithms and programs that use events to trigger sequences of code
- Make an interactive quiz



P.E

Movement Skills: Strike and Field Games

In PE, we will learn about:

- Throwing (overarm)
- Throwing (underarm)
- Catching (small)
- Striking (bat)



Music

Music: …

In music, we will learn to:

- Describe pitch and rhythm
- Sing songs with different parts
- Sing songs with echoes



Design & Technology

Design: Food & Nutrition

In design technology, we will learn to:

- Design purposeful, functional, appealing products for themselves and other users based on design criteria
- Design and create healthy wraps



Curriculum Parent Overview