

## English

Writing- Postcards, Non-chronological reports on sea creatures, Narrative, recounts, recipes, poetry and instructions

GPaS- Capital letters and full stops, adjectives, apostrophes for contraction and possession, formulation of nouns and adjectives using suffixes, expanded noun phrases, subordination, using -ly to turn adjectives into adverbs, past tense, fronted adverbials and rhyming words.

Spellings and Phonics

Book Study- At the Beach, Sally and the Limpet, Stormwhale, Flotsam and Lighthouse Keepers Lunch.

## Physical Education

.Athletics

## Citizenship/British Values/PHCSE

Mutual respect of others faiths and beliefs

Communities and cultures and their differences and diversity

Introduction to Hate Crimes

## Art and Design Technology

To create seascapes – patterns using natural materials

To explore Lowry seaside pictures

To carry out observational drawing of sea life in the environment

To create 3-D clay models of seashore creatures

To design and make Lollypops or ice-cream

To Design and make seaside themed finger puppets

## Spanish

Children will learn: Parts of the body, Numbers 1 – 50 and date consolidation (days of the week and months of the year).

## Music

BBC Radio Programme- Sun, Sea and Song.

## Science

In science, children will: 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, 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 and describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food



Year Two



Summer Term 2019

Beachcomber



## Geography

To locate the 4 counties of the UK, their seas and famous seaside towns

To use geographical language to name features of a coastline

To identify seasonal and daily weather patterns in the UK.

To locate popular worldwide holiday destinations on maps.

To understand geographical similarities and differences.

## History

To look at Vikings and their journeys at sea.

To recognise the changes to coastlines and seaside towns within living memory

To know about the life of Christopher Columbus and his adventures.

To know about the Wright brothers and the first aeroplane flight

## Mathematics

### Position and Direction

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)

Order and arrange combinations of mathematical objects in patterns and sequences.

### Problem Solving and Efficient Methods

#### Measurement: 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 hours in a day.

Compare and sequence intervals of times.

#### Measurement: Mass, Capacity and Temperature

Choose and use appropriate standard units to measure mass (kg/g), temperature (Celsius), capacity (litres/ml) to the nearest appropriate unit using scales, thermometers and measuring vessels.

Compare and order mass, volume/capacity and record the results using <=>.

#### Investigations.

## Computing

### Coding

To understand what an algorithm is.

To understand how use the Repeat command.

To understand how to use the Timer command.

To debug simple programs.

To create programs using different kinds of objects whose behaviours are limited to specific actions.

To create a more complex program that tells a story.

### Making Music

To be introduced to making music digitally using 2Sequence. To explore, edit and combine sounds using 2Sequence.

To add sounds to a tune they've already created to change it. To think about how music can be used to express feelings and create tunes which depict feelings.

To upload a sound from a bank of sounds into the Sounds section.

To record their own sound and upload it into the Sounds section. To create their own tune using the sounds which they have added to the Sounds section.

### Presenting ideas

To explore how a story can be represented in different ways.

To make a quiz about a story or class topic

To make a fact file on a non-fiction topic

To make a presentation to the class

## Religious Education

Judaism- Why are some places special?

How can faith contribute to community cohesion?

What can be learnt from the lives of significant people of faith?