

English

Fiction- Fiction-2 weeks

The Crow's Tale - creating a new ending for a familiar story

Non fiction- 2 weeks

The Owl who was afraid of the dark

Poetry- 2 weeks

The Marvellous Fluffy Squishy Itty Bitty

Mathematics

Singapore mathematics using inspire
5 a day every lesson
Times tables 2,5,10,3,4
We will continue to use CPA approach.
Volume and capacity

Money

Fractions and number recap

Science

Take care

How we look after ourselves - from cleaning our teeth to keeping healthy

The Apprentice Gardener

introduced to growing plants from bulbs and from seeds,
learning the sequence of germination,

Year 2

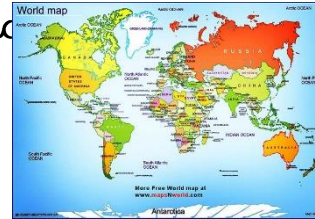
Summer 2

Magical Mapping Around

P.E

Outdoor - batting
and fielding
Sports day

W



PSHE

RSHE - Jigsaw - learning about

Music

Charanga Music

Handwriting

Letter join programme

Computing - Coding

To understand what an algorithm is. • To create a computer program using simple algorithms
To use the button and turtle objects. • To understand how to use the repeat command.
To understand how to use the timer command. • To compare the actions of the turtle and character objects. To know what debugging means. • To understand the need to test and debug a program repeatedly. • To debug simple programs.

Geography - Magical Mapping

Children will explore a range of maps at a local, national and global level, developing their understanding of how to navigate around an atlas to find key countries, continents, oceans and seas along with devising their own maps and routes. They will learn how to 'view from above' looking at aerial photographs to spot human and physical features, understand simple map symbols, compass directions and develop key geographical vocabulary throughout the unit.

Design and Technology - sewing - making a seed pouch

We will learn to:

Sew a running stitch.
To cut a template neatly