

Year 2 Curriculum Map Summer 2020

Science

Identify what plants need to survive, name and classify trees, identify parts of a plant, make observations of plants and trees, identify how animals are suited to their habitat, name creatures in a tree habitat and plants in the local environment, understand how animals get food and their food sources and observe/describe how seeds and bulbs grow into mature plants.



Computing

Re-create different art styles using 2Paint a Picture. Explore, combine and edit sounds using 2Sequence. Gather and present information about minibeasts using IT.



Design Technology

Sew beads, buttons and sequins to make a flower. Design and make a healthy fruit smoothie. Make a free standing windmill for the garden.



Geography

Using a globe/map/atlas to identify oceans and continents of the world. Identify human and physical features in the local area, create a map with a key, use maps and aerial photographs, draw a route around the village and follow directions on a map, identify the countries, capital cities and seas of the UK, identify hot and cold areas of the world, collect information about the local area.

History



Learn about the R101 and Cardington, order garden equipment, ask and answer questions to learn more about Wixams.

Maths

Measurement – mass, temperature, volume & capacity: choose and use equipment and the appropriate units to estimate and measure. Comparing measure using < > =.

Geometry (3D shapes) – Identify and describe properties, say the 2D shape face/s on 3D shapes, order and arrange objects in patterns/sequences.

The four operations (+ - x ÷) – Recall addition/subtraction facts to 20 and facts to 100. Add/subtract 2 digit numbers. Show that + can be done in any order and – cannot. Use inversing to solve missing number problems. Solve problems for (+ - x ÷. Recall x facts for 2/5/10.



Place Value – Count in 2/3/5/10s forwards and backwards. Recognise the place value of digits in a 2 digit number. Read and write numbers to at least 100. Identify, estimate and represent numbers in different ways. Compare numbers. Solve problems using place value.

Music

Recorder Stage 1/2 – Learn how to hold and blow a recorder. Play the notes B A G. Play tunes with long and short notes. Know what a crotchet rest is and show this when playing.

Minibeast Musical – listening to 'insect' inspired music and identify the mood of a composition. Use music to represent a minibeast.

Home Sweet Home

Year 2



English

Recap all objectives through the term

Punctuate correctly (.?!). Use capital letters and different sentence types Extend sentences (when, if, that, because, and, or, but). Homophones, use of an apostrophe (should've, The child's bag), spellings – suffixes (ment, less, ness, ful), using all sentence types) (statement, question, exclamation, command). Proof reading & making corrections.



Adventure/Quest stories Treasures in the Garden

Recount Give information about a trip the class went on

Poetry At the Bottom of the Garden poetry. **Stories by the same author**

Julia Donaldson – The Gruffalo, The Gruffalo's Child, The smartest giant in town, A Squash and a Squeeze

Invitation summer fayre poster and stall **Traditional poems** Poetry collections for summer / minibeasts

RE

Learn about how religions care for our world and discuss how we show care for the Earth. We will explore why it is important to care for the Earth.



Inspirational People – Who is an inspiring person? What stories inspire some people in their religion?

Art

Charcoal observational drawings of flowers, comparing their work to an artists. (O'Keefe).

Mix colours and use different techniques to paint flowers.

Comparing the work of different artists who create flower art (Van Gogh and O'Keefe). Create a natural piece of art using wax crayons and pen inspired by Jim Buescher.

Print onto fabric using leaves.

Compare the work of Pieter Bruegel the Elder and LS Lowry.



PSHE

To know about their own responsibilities, belonging to a community/group, caring for the environment, money – uses and looking after our money, types of changes, habits and changes we can make to improve our school.



PE

Dance – create a dance for the Ugly Bug Ball using animal-like movements.

Games – creating and playing group games. Inventing rules. Ball skills.

Athletics – Sprinting, relay, jumping for height and distance, throwing.