

Computing - Programming Quizzes

During this term, children will learn:

To predict the outcome of a sequence of commands.

That when you run a program in ScratchJr the sequence of commands is followed and this results in an outcome.

Design and Technology - Mechanisms: Making a Moving Monster

During this term, children will:

- Identify the correct terms for levers, linkages and pivots.
- Analyse popular toys with the correct terminology.
- Create functional linkages that produce the desired input and output motions.
- Design monsters suitable for children, which satisfy most of the design criteria.
- Evaluate their two designs against the design criteria, using this information and the feedback of their peers to choose their best design.
- Select and assemble materials to create their planned monster features.
- Assemble the monster to their linkages without affecting their functionality.

DT Week - Design and Technology - Textiles: Pouches

During this week, children will:

- Sew a running stitch with regular-sized stitches and understand that both ends must be knotted.
- Prepare and cut fabric to make a pouch from a template.
- Use a running stitch to join the two pieces of fabric together.
- Decorate their pouch using the materials provided.

English - Reading

During Summer 2, Year 2 children will explore the following texts:

- Grimwood by Nadia Shireen
- The Street Beneath my Feet by Charlotte Guillain

English - Writing

Children will use the following texts to inspire their writing:

- The Great Fire of London by Emma Adams
- A Walk in London by Salvatore Rubbino

In handwriting children will learn to:

- Join and incorporate apostrophe - I'm I'll he's she's
- Join letter i to a/o in ian / ion - cian, sion, tion
- Join suffix strings - less, ness
- Join suffix strings - er, ier, est, iest

In spelling children will learn how to:

- Spell common exception words: *after, father, plant, path, bath, hour, move, prove, improve, sure, sugar, eye, who, whole, any, many, water, again, half, money, Mr, Mrs, parents.*
- To use the 'l' or 'el' sound spelt 'el' at the end of words.
 - *Key words: camel, tunnel, squirrel, travel, towel, tinsel.*
- To use the 'or' sound is usually spelt as 'a' before 'l' or 'll'
 - *Key words: all, ball, call, walk, talk, always*
- To use the sound spelt 'ar' and 'or' after a 'w'
 - *Key words: warm, war, ward, warn, towards, word, work, worm, world and worth.*
- Use the possessive apostrophe (singular nouns).
- Add the suffixes - ment and -less
 - *Key words: penny, merry, fulfil, harm, care, power, agree, enjoy, pay.*

- Use the 'l' or 'el' sound spelt -al at the end of a word.
 - *Key words: metal, pedal, petal, capital, hospital, animal and medical.*
- Use the 'u' sound spelt 'o'
 - *Key words: other, mother brother, nothing, monkey*

Children will learn how to:

- Plan what they are going to write about.
- Write down key words, including new vocabulary encapsulating what they want to say, sentence by sentence
- Write narratives about personal experiences and those of others (real and fictional)
- Write poetry
- Write for different purposes To know how to:
- Evaluate their writing with the teacher and other pupils.
- Re-reading to check that their writing makes sense and that verbs to indicate time are used correctly and consistently, including verbs in the continuous form.
- Proof-read to check for errors in spelling, grammar and punctuation [e.g. ends of sentences punctuated correctly)
- Read aloud what they have written with appropriate intonation to make the meaning clear.

Geography - A local comparison

At the end of this term, children will:

- Know some of the physical features of Skegness.
- Know some of the human features of Skegness.
- Compare the physical features of Scarborough to the physical features of Skegness.
- Compare the human features of Scarborough to the human features of Skegness.

Maths

During this term, the children will learn the following aspects of maths:

Problem solving and efficient methods

- Use place value and number facts to solve problems
- Solve problems with addition and subtraction:
- Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and missing number problems.

Position and direction

- Order and arrange combinations of mathematical objects in patterns and sequences
- 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)

Statistics

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

Music - Pitch: Musical Me

During this term, children will:

- Move their eyes from left to right to read pitch patterns.
- Sing high and low notes including the notes in between.
- Play a pattern of high and low notes on an instrument.
- Read notation from left to right.
- Draw high and low sounds using dots at the top and bottom of a page, respectively.
- Recognise when notes stay the same.
- Recognise missing notes on a stave.

PE - Striking and Fielding

By the end of term, children will know how to:

- Move fast and track and collect a ball.
- Develop underarm throwing and catching to field a ball.
- Develop overarm throwing to limit a batter's score.
- Develop hitting for distance to help score more points.
- Get a batter out.
- Understand the rules and play fairly.

PE - Fitness

By the end of term, children will know how to:

- Run for a long time.
- Jump in a long rope using timing.
- Develop co-ordination in individual skipping.
- Develop stamina and change of direction.
- Explore exercises to develop strength.
- Develop agility, balance and co-ordination.

PSHE

By the end of term, children will know:

- How to be safe in or around water
- What to do if they or someone else needs help in or near water.
- How to be safe in the sun.
- Specific people who they would talk to if they had any worries or needed help.
- the difference between a lie and the truth
- What might happen if we tell lies about someone or something.
- The difference between good and bad secrets

RE - What makes some places special to believers?

During this term, children will learn:

- Places of worship are important to many religious people whichever religion they follow. The main purpose of a place of worship is to allow the community to come together and to worship together.
- A church is a holy building for Christians where they come together to worship God and also to celebrate key events in the lives of the people who worship there.
- Jewish people will come together to worship God in a synagogue which means meeting place and is sometimes called a shul or school.
- The mosque is an important place of worship for the Muslim community, it allows them to come together for salah every day and for Friday Prayers so that Muslims can worship Allah as one.

Science - Living things and their Habitats

By the end of term, children will know:

- How to sort items into things that are alive, things that are dead and things that were never alive e.g.
 - Alive - Humans, pets, plants
 - Dead - Fallen leaves, meat
 - Never alive - Rocks, plastic bottles
- Most living things live in a habitat that suits them e.g.
 - Pond: frogs, fish
 - Under a rock: woodlice, worms
- An example of a microhabitat e.g. under a rock, log in a garden
- Animals get their food from plants and other animals e.g. rabbits eat grass, foxes then eat rabbits.