

Year 2 Curriculum Information Summer 2 2023-2024

Maths

In maths, we will be learning multiplication, division and measure.

- O'clock and half past.
- Quarter past and quarter to.
- Tell the time past the hour.
- Tell the time to the hour.
- Tell time to 5 minutes.
- Minutes in an hour
- Hours in a day.
- Make tally charts.
- Tables.
- Block diagrams.
- Draw pictograms (1-1).
- Interpret pictograms (1-1).
- Draw pictograms (2, 5 and 10).
- Interpret pictograms (2, 5 and 10).
- Language of position.
- Describe movement.
- Describe turns.
- Describe movement and turns.
- Shape patterns with turns.

You can help your child at home by practising telling the time using a clock at home. You could even make your own clock to practise with! You could explore using tally charts and collect data within your family, for example collecting data about favourite food.

Science

The children will begin every half term this year by looking at the micro-habitats around school and seeing what organisms (living things) they can observe.

The children will also continue to learn about habitats. This will include identifying and naming a variety of plants and animals in their habitat, exploring, and comparing the differences between things that are living, dead and things that have never been alive. Children will also describe how habitats provide the basic needs for an animal, they will learn that most living things live in habitats to which they are suited and finally they will describe how animals obtain their food from plants and other animals.

You can help your child at home by observing habitats at home or on your way to school and seeing what living things can be observed.

English

In the first three weeks of English, we are reading:

- A Walk in London

The sequence of learning begins with children discovering a suitcase in the classroom with some brochures and souvenirs from London. Can the children guess which city their teacher has walked around recently? The children will go on to think about the importance of walking and, after discovering a letter from the author, write posters persuading their community to walk more. The children will also write instructions about how to best prepare for going on a long walk. After children use the book to write about a pretend day in London, they plan a walk around the landmarks of their local area. These outcomes build towards them writing their own A Walk in... guide or brochure for their local area to persuade people to come and visit.

In the next three weeks of English, we are reading:

- Rosie Revere Engineer

The sequence of learning begins with children enrolling in Rosie Revere's Engineering Academy and receiving an engineering challenge to design a new bridge for their local area. They will look at the different wacky inventions in the book and write guides to explain how they could operate, as well as posters to advertise them. The children will write a report for Rosie, describing her character and explaining why she is a great role model. The class will receive an engineering challenge from Rosie which will ask them to create their own wacky inventions. The children will write an extended piece of writing describing their own invention and explaining how it works.

Computing

Programming – Programming Quizzes

This unit initially recaps on learning from the Year 1 Scratch Junior unit 'Programming B - Programming animations. Learners begin to understand that sequences of commands have an outcome and make predictions based on their learning. They use and modify designs to create their own quiz questions in ScratchJr and realise these designs in ScratchJr using blocks of code. Finally, learners evaluate their work and make improvements to their programming projects.

RE Focus:

Important Places

PSHE Focus:

Online Safety

Art

Map it Out

Please see Knowledge Organiser for more information.

Music

Water Travel

Please see the unit overviews for more information.

History

Great Fire of London

Children will:

- Understand what makes an event significant.
- Understand how a significant event can affect a place and people.
- Use evidence (clues left behind) to build a picture of a historical event.

Design and Technology

Fairground Wheel

Please see the unit overviews for more information.

PE: PE is taught twice a week by Game On coaches. Please send your child into school in their PE kits on Wednesdays and Fridays.