

Year 2 Curriculum Plan – Summer 2024 The Great Explorers



Can all animals survive in every habitat? Should everyone have been treated the same aboard the Titanic?

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Using the text 'WANTED: The Perfect Pet', the children will:

- Give advice and describe a perfect pet (letter)
- Write a narrative from the duck's perspective (retell)
- Write to inform how to look after an upset wolf (instructions)

Using the text 'The Bear and the Piano', the children will:

- Compare and contrast different stories by their themes
- Write to persuade the bear (stay in the forest or go to the city)
- Write diaries of different perspective from the story
- Write to inform (a biography of the bear's life)

The children will also write rules and a recount based on our school trip.

Our Key Texts

WANTED: The Perfect Pet – Fiona Roberton
The Bear and the Piano – David Litchfield





Maths

- Tell the time to the nearest 5 minutes
- Understand units of time
- Recognise and use symbols £ and p
- Find different combinations of the same amount
- Measure in cm/m
- Weigh in g/kg
- Find capacity in ml/l
- Compare and order units of measure
- Identify and describe the properties of 3D shapes
- Compare similarities and differences of 2D and 3D shapes

Personal, Social, Health, Economic Education

• Reocngise that right angles = 1/4 turn

Religious Education

Summer 1

The children will know:

- The Jesus had 12 disciples
- That the disciples helped Jesus to send out his message and continued to work when he was no longer around
- That forgiveness is important to everyone
- That Christians try to help people in need

The children will be able to:

- Explain what a disciple is and how they helped Jesus
- Recognise that Jesus gives instructions to people about how to behave
- Give examples of ways in which Christians follow the teachings studied about forgiveness and peace and bringing good news
- Explain ways that Christians try to help people in need

Summer 2

The children will know:

- That people have special or sacred places
- That there are special places where people go to worship
- That places of worship have similarities and differences
- That places of worship have important religious symbols

Living Things and Habitats

The children will know:

The difference between: living, dead and never being alive

Science

- Different types of habitats
- Describe the features of different habitats
- How animals adapt to suit their environment
- What animal eats what animal

The children will be able to:

- Explore/compare the differences between living, dead and things that have never been alive
- Identify that most living things live in habitats to which they are suited
- Identify and name a variety of plants and animals in their habitats – including microhabitats
- Describe how animals obtain their food from plants and other animals, using the idea of simple food chains

The children will know:

- What appropriate touch is
- How to help the environment
- How to make friends
- How to help others to feel part of a group
- How to show respect in how they treat others
- How to help themselves and others when they feel upset or hurt
- What makes a good friendship
- How to express how they feel when change happens
- The changes they see in themselves
- The changes they see in other people
- Who to ask for help if they are worried about change
- They some change is out of their control

The children will be able to:

- Keep themselves safe and understand appropriate touch
- Know about the environment and explain what we can do to help it
- Try to solve friendship problems when they occur
- Identify some things that cause conflict with friends
- Understand that sometimes it is good to keep a secret and sometimes it is not
- Recognise and appreciate people who can help

The children will be able to:

- Name a place that is special to them and explain why
- Name places for sorship for Christians, Jews and Muslims
- Explain why places of worship are important to religious groups
- Give examples of stories, objects, symbols, and actions used in churches, mosques and/or synagogues that show what people believe
- Give simple examples of how people worship at a church, mosque or synagogue
- Name symbols which might be found in different places of worship

Physical Education

Send and Return:

- Stay on our toes to move guickly to the ball
- Identify which hand is dominant in a game
- Basic rules of serving to a partner
- · Develop agility and use it in a game
- Use the correct grip to hit a self-fed ball
- Use the ready position in a rally

Hockey

- Keep control of the ball using the flat side of the stick
- Control a ball and pass it into space
- Use a defensive body position
- Consistently stop a moving ball ready to pass or shoot
- Improve agility and apply it in t a game situation
- Avoid feet contacting the ball

Run, Jump, Throw

- Move quickly whilst being aware of others around
- Create power with our legs to turn at speed
- Move through an bstacle course with speed and control
- Choose the best throw for different situations
- Use quick feet whilst sprinting
- Perform static and dynamic balances

Football

- Use the inside of the foot to pass the ball
- Trap the ball that is moving along the ground with control
- Pass the ball accurately into space over short distances
- Identify and move into space to receive the ball
- Use the outside of the foot to control the ball and dribble
- Cushion the ball when receiving it

- Express appreciation for the people in special relationships
- Understand that everyone is unique and special
- Explain the natural process of growing from young to old
- Recognise how our bodies change from being babies
- Recognise physical differences between boys and girls
- Understand there are different types of touch that they like and dislike
- Identify what they are looking forward to when they move class

Computing	History	Geography
The children will know: How to refine searches using the Search tool How to share work electronically Have some knowledge and understanding about sharing more globally on the internet Email is a communication tool and how we talk to others when they are not in front of us Understand that information put online leaves a digital footprint or trail How to us eyes.no questions to separate information The children will be able to: Open and send simple online communications in the form of email Begin to think critically about the information they leave online Identify steps to keep personal data secure Explain what rows and columns are in a spreadsheet Open, save and edit a spreadsheet Use copying, cutting and pasting to help make spreadsheets Use a database to answer complex search questions	The children will know: What the Titanic was and how it sank Where the Titanic was going The children will be able to: Sequence the events which lef to the sinking of Titanic Explain how we know what happened through historical sources	 The children will know: The difference between physical and human features Aerial views show specific landmarks from above, with a focus on Redditch landmarks Recognise the symbols on a basic map The four compass points The children will be able to: Identify physical and human features in a local environment (Redditch) and an area of a contrasting non-European country (Galapagos Islands) Compare and contrast physical and human features of location above Identify specific landmarks from an aerial perspective
Music	Design and Technology	Art and Design
 How to play the ocarina with control and accuracy The notes within the D major scale How to perform as part of a round Create a simple pattern using the ocarina, vocals, body percussion and percussion instruments How to use 'tonguing' to keep notes clear and separate What a musical stave is and how to read some musical notation The value of a crotchet, quaver, minim and semibreave How to recognise the value of dotted musical notation How to play as part of a duet and a group What the repeat sign looks like and how to use it The importance of having controlled breathing The importance of listening to the players around them The children will be able to: Play the ocarina with control and accuracy Recognise the notes within the D major scale Know the value of a crotchet, quaver, minim and semibreave 	 How to cut ingredients safely and hygienically How to assemble or cook ingredients How to design products that have a clear purpose and an intended use How to make a product, refining the design as work progresses How to ideitfy likes and dislikes of designs How to suggest improvements to existing designs How to explore how products have been created The children will be able to: Research products based on the design criteria Acquire/develop new skills which will be used to create and develop the final product Design a product based on the criteria and explain the skills they put into practice Understand where food comes from Safely use a range of tools and equipment to perform practical tasks – cutting, mixing, cooking Explore and evaluate a range of existing products Evaluate their ideas and products 	 How to mimic print from the environment e.g. rub, roll, press, stamp Sketching skills – know how tones can be created through different thickness of pencil lines, using coloured pencils Sketching a range of natural materials including animal prints, leaves, twigs Patterns can be created through materials and prints e.g. weaving, sewing, threading Overlaying materials can create a desired collage and understand how to represent this The children will be able to: Sketch prints and natural materials and use coloured crayons to show different tones Mono-printing using ther own designs Recreate patterns e.g. paper weaving, threading, sewing, threading Collage and overlay by colour focus Identify and create patterns through materials and prints e.g. weaving, sewing, threading