

Year 2 Curriculum Map: Summer 2

English	<p><u>Spellings:</u></p> <ul style="list-style-type: none"> • Y spelling igh or ee, drop the y add an i when adding ed suffix • Plural dropping y add an ies • Drop y add an ier for comparatives. • Drop y add an iest for superlatives. • Review doubling consonants of CVC words when adding the y suffix. • Review of common exception words. <p><u>Grammar</u></p> <ul style="list-style-type: none"> • Use question marks and exclamation marks in independent writing. • Accurately use apostrophes for omission. • To confidently use a range of suffixes in their writing. <p><u>Writing</u></p> <ul style="list-style-type: none"> • To write a character description based upon the text 'Hermelin the Mouse Detective' • To write a narrative based upon a the style of a familiar author - Nick Butterworth (Percy the Park Keeper series) • To write a newspaper article about the events in the story of 'Jack and the Beanstalk'.
Maths	<p><u>Fractions</u></p> <ul style="list-style-type: none"> • Recognise, find, name and write fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$ and $\frac{3}{4}$ of a length, shape, set of objects or quantity and demonstrate understanding that all parts must be equal parts of the whole. • Write simple fractions for example, $\frac{1}{2}$ of 6 = 3 and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$. <p><u>Time</u></p> <ul style="list-style-type: none"> • Tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times. • Compare and sequence intervals of time.

	<p><u>Measurement - Temperature</u></p> <ul style="list-style-type: none"> Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels Read scales in divisions of ones, twos, fives and tens. <p><u>Multiplication and Division</u></p> <ul style="list-style-type: none"> Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers. Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs. Solve word problems involving multiplication and division with more than one step e.g. which has the most biscuits, 4 packets of biscuits with 5 in each packet or 3 packets of biscuits with 10 in each packet.
Science	<p><u>Plants</u></p> <ul style="list-style-type: none"> Observe and describe how seeds and bulbs grow into mature plants. Find out and describe how plants need water, light and suitable temperature to grow and stay healthy. <p>(Continuing with work from Summer 1)</p>
P.E	<p><u>Games - Striking (Rounders)</u></p> <ul style="list-style-type: none"> To use an appropriate striking technique To consider rules for game play. <p><u>Athletics</u></p> <ul style="list-style-type: none"> To practice and develop skills in athletics: Sprint/Distance/Throwing/Standing Long Jump Preparation for Sports Day Events
History	<p><u>Challenge to those in power - English Civil War</u></p> <ul style="list-style-type: none"> Explain why the English Civil War happened. Know who the Cavaliers and Roundheads were. Explain how England became a republic. Find out about the events and the significance of the Battle of Worcester.

	School Trip - The Commandery, Worcester
Geography	Not covered this half term.
R.E	<u>What makes some places special to believers?</u> <ul style="list-style-type: none"> • Where is a sacred place for believers? • Which place of worship is sacred for Christians/ Muslims/ Jews? • How are places of worship similar/different? Why are places of worship important to communities?
Music	<u>Texture and following a score.</u> <ul style="list-style-type: none"> • To use their voices in a variety of ways by following symbols. • To follow the symbol and sing at differing tempos and dynamics. • To create and follow their own visual score using symbols provided. • To select instruments to match a picture. • To create a piece of music with a few tunes or sounds playing at the same time.
P.S.H.E	<u>Changing Me</u> <ul style="list-style-type: none"> • I can recognise cycles of life in nature. • I can tell you about the natural process of growing from young to old and understand that it is not in my control. • I can recognise how my body has changed since I was a baby. • I can recognise the physical differences between boys and girls, use the correct names for parts of the body and appreciate that some parts of the body are private.
Art	Not covered this half term
Design and Technology	<u>Moving Monster</u> <ul style="list-style-type: none"> • Identify the correct terms for levers, linkages and pivots. • 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. • Select and assemble materials to create their planned monster features.

	<p><u>Textiles - Pouches</u></p> <ul style="list-style-type: none"> • 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.
Computing	<p><u>Digital Media Modelling and Simulation</u></p> <ul style="list-style-type: none"> • To know that they can record sound using ICT that can be stored and played back. • Independently use a range of tools to record sound. • To use a range of basic simulations to represent real life situations and explore the effects of changing variables and the benefits of using the simulations.