Science

Living things and their habitats

- explore and compare the difference between things that are living, dead, and things that have never been alive.
- identify that most living things live in habitats to which they are suited and describe how different habitats provide the basic needs of different kinds of animals and plants, and how they depend on each other.
- identify and name a variety of plants and animals in their habitats, including micro-habitats.
- describe how animals obtain their food from plants and other animals, using the idea of a simple food chain.

Computing

Computer Science—Recognise, understand, write and debug algorithms.

FDHCATION (9)

Maths

Fractions

- recall recognise, find, name and write fractions 1/3, 1/4, 2/4 and 3/4 of a length, shape, set of objects or quantity
- write simple fractions, for example 1/2 of 6 = 3 and recognise the equivalence of 2/4 and 1/2

Measurement- mass, capacity and temperature

• choose and use appropriate standard units to estimate and measure mass (kg/g), temperature (°C) and capacity (litres/ml) to the nearest appropriate unit.

Geometry

- Identify, describe and sort the common 2-D shapes, including the number of sides, and line symmetry in a vertical line
- Identify, describe and sort the common 3-D shapes, including the number of edges, vertices and faces
- identify 2-D shapes on the surface of 3-D shapes.
- order and arrange combinations of mathematical objects in patterns and sequences

Measurement-Time

- compare and sequence intervals of time
- 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

PLANNING

Art

Explore imaginary creatures sculpture.

Design and Technology

Identify, design, plan, make and evaluate structures.

RE

Is it important to celebrate the New Year? How should the Church celebrate Easter?

PSHE

Relationships – building positive, healthy relationships.

Changing Me-coping positively with change.

Build it up

Kingfishers Class – Year 2 Summer term

Christian Values: Wisdom and Endurance

Bible Links: James 3: 17—Wisdom Isaiah 40: 31

Learning powers:

Be curious—Claire the camel

Enjoy learning—Edward the elephant



DI ANNING

PE/Outdoor games

Fundamentals/ Gymnastics

Target games/ Athletics

Music

- Experiment with different ways of producing sounds.
- Perform simple patterns and accompaniments keeping to a steady pulse.
- Recognise and musically demonstrate awareness of a link between sounds and symbols.

English

Writing

Procedural

Explanation

Description

Letter

Reading - VIPERS

Texts:

The Diary of a Killer Cat by Anne Fine Tell me a Dragon by Jackie Morris

Grammar and Punctuation

Noun and verb phrases

Conjunctions

Adverbs and adverbials

Past tense including progressive form Capital letters, commas in a list, full stops,

exclamation marks and question marks

DEVELOPMENT

Enrichment

EDGE

Sports day

Whole School trip

Whole School Pilgrimage

Science week

History

Explore events beyond living memory- The Great fire of London.

Geography

Using maps and compass directions and exploring aerial photographs of the River Thames, London.

DELCEL OFFICERS

<u>How to help at home</u> – see Class page for further details.

Daily reading

KIRFs – weekly practice of terms objective

Spellings - daily practice





SUCCES