Maths

Fractions – Recognise what unit and non-unit fractions are. Find and count in fractions. Recognise/find/name/write fraction ¾ of a length, shape, set of objects or quantity. Know all parts must be equal parts of the whole.
Time – Recap o'clock and half past. Compare and sequence intervals of time. Know the number of minutes in an hour and the number of hours in a day. Tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock to show these times. Read the time to the nearest 15 mins.
Consolidation – Recap and practise the fluency and reasoning skills for the four operations. We will also recap time, shape and fractions.
Measure - Choose/use appropriate standard units to estimate/measure length/height (m/cm to the nearest unit, using rulers, as well as comparing / ordering lengths, using >,< and =)..

Geography and History

Our Local Area - Using digital and paper maps to locate our local area of Ash Vale. Comparing the human and physical features of Ash Vale now and in the past. Using fieldwork skills to explore our local area. Learning about the life of Samuel Cody, as a significant person in the past from our local area.

Art/ DT

Design and make an Islamic prayer mat.
Design and make a shoebox habitat.
Observational drawings of habitats in our Local Area.

RE

Islam – Learning about the important parts of the Islamic faith, prayer and the significance of the Mosque.
Enquiry focus: 'Does going to a mosque give Muslims a sense of belonging?'

Please note that this is subject to change.

English

Narrative: The Bog Baby

Letters: writing a letter to the Queen congratulating her on her diamond jubilee.

Instructions:
In reading, we will continue to work on improving our answers to questions about a text.
In writing, we will continue to work on punctuating our sentences correctly. We will look at other ways in which we could use suffixed words correctly.

Year 2
Summer 1

Who Lives in a Place Like This?

PSHE

Relationships – Identifying different members of our family and understanding our relationship with each of them. We will explore physical contact that we like and don't like. We will identify how to help others feel part of a group and understand how respect, trust and appreciation is important in all relationships.

Wider Personal Development

The REACH value is HONESTY
Great British Values – we look forward to visiting one of the country's oldest landmarks, Windsor Castle and learning more about the importance monarchy and our current queen has had on our nation.

Spellings

Phonics – Phase 6: rules within spellings
Year 2 high frequency words
Common exception words

Science

Living Things and their Habitats – Identify that most living things live in habitats to which they are suited. Describe how different habitats provide for 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 microhabitats (school field). Identify and name different sources of food for living things. We will create our own shoebox habitats using the knowledge that animals will only survive in places where their needs are met.

Music

Ukuleles – Learning to hold the ukulele correctly, pluck the open strings and strum rhythmically. Learning to play the chords C and F.

PE

Throwing and catching – we will learn the skills and techniques for throwing a ball (underarm, overarm, throwing for distance) and catching (fielding skills). We will practise with different size balls. We will use these skills when playing a game fairly and in a sporting manner. We will also learn the correct technique for striking a ball off a tee.

ICT

Robot algorithms - develop understanding of instructions in sequences and the use of logical reasoning to predict outcomes. Learners will use given commands in different orders to investigate how the order affects the outcome. They will develop artwork and test it for use in a program. They will design algorithms and then test those algorithms as programs and debug them.