

# Year 2 Summer Term 2022

## Religious Education

- What is in the Bible?
- Who were the people of the Old Testament?



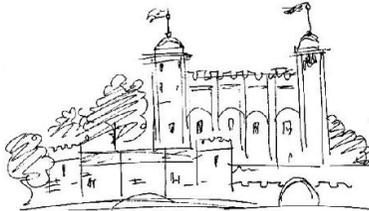
RE.

## UK Coastal Environments: Cuckmere Valley

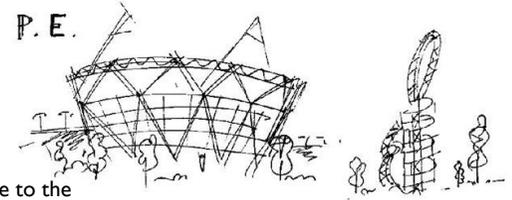
- What is the coast and how is it used?
- How can we combat coastal erosion?
- What physical and human features can we observe on our Cuckmere Valley school visit?

## How is the UK different from Nigeria?

- Differences and similarities between cities and rural areas.
- Investigate Nigeria and its geography, cities and countryside.
- Comparing and contrasting life in UK and Nigeria.



HUMANITIES



P. E.

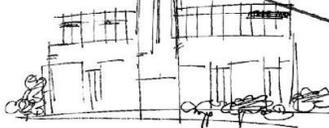
## Gymnastics

- Creating sequences using our bodies to make shapes.

## Athletics

- Develop power, agility, coordination and balance over a variety of activities

ART



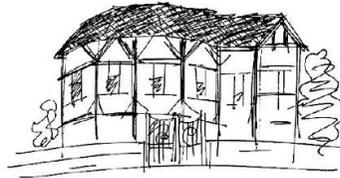
## Sculpture: Creating clay portraits.

- experimenting with decorative techniques

## Form: Yinka Shonibare

- Creating sculpture which explore the mix of cultures in our local area.

ENGLISH



## House Held up by Trees by Ted Kosner

- Writing to inform
- Full stops, capital letters, exclamation marks, question marks, commas for lists and apostrophes
- Adding the suffix -ing
- homophones

## Anna Hibiscus by Atinuke

- Writing to entertain
- Using the present and past tenses correctly and consistently
- Proofreading for accuracy

## Fractions

- $\frac{1}{2}$ ,  $\frac{1}{4}$ s/  $\frac{1}{3}$ s

## Time

Telling and writing time to the o'clock, half past, quarter to and past.

## Volume

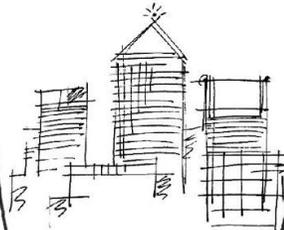
Measuring in litres and Millimetres

## Length

Measuring in Metres and Centimetres

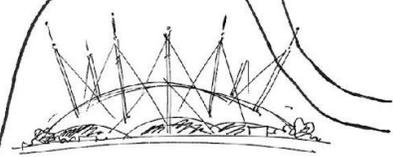
## Mass

Measuring in Kilograms and Grams.



MATHS

MUSIC



## Recorder

- Taught by specialist music teachers

## Weekly singing

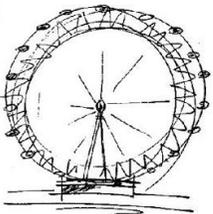
SCIENCE



## Living things: Growth

- Scientifically working to investigating the growth of plants.
- Learn how humans grow by looking at how babies grow into adults.

DESIGN



## Textiles: Creating 3D puppets

- Understand how to join fabrics using different techniques e.g. running stitch, glue, over stitch, stapling.
- Explore different finishing techniques e.g. using painting, fabric crayons, stitching, sequins, buttons and ribbons.

## Computing

- Creating programmable quizzes