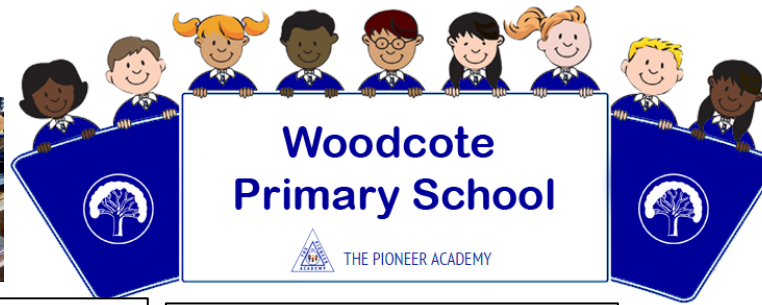


TOPIC – The Magic Toymaker



Year 2 Summer 1 Term

Key Texts

Fantastically Great Women
Who Changed the World
The Sun and the Wind

WRITING

Non-chronological reports
Simple retelling of a narrative

GRAMMAR

Nouns, verbs and adjectives
Expanded Noun Phrases
Present and past tense
Co-ordinating and subordinating conjunctions
Precise vocabulary
Statement and question sentences
Commas for a list
Third person

RE- Why should we take care of our world?

Respect people from all different backgrounds.
Understand what it means to be unique.
Understand how the bible teaches us to care for others.
Understand how the bible teaches us to care for others.

READING

Little Wandle Reading

CUSP Reading:

Summarising facts to determine the main point
Retrieve information from more than the main body of text
Scan a text to sequence events
Infer the views of characters through their actions
Make links between events in a text and their own experience
Find and retrieve synonyms
Make links to other texts

PHONICS – Continued Spelling from Spring 2

Why do some words end 'ge' or 'dge'?
Why can /j/ be spelled 'j' or 'g' in different words?
Prickly spellings
Homophones
The 'W special'
How do 'w' and 'qu' change the sounds that 'a', 'ar' and 'or' make in some words?

MATHS

Time

O'clock and half past
Quarter past and quarter to
Tell time past the hour and to the hour
Tell the time to 5 minutes
Minutes in an hour
Hours in a day

Length and Height

Measure in centimetres
Measure in metres
Compare lengths and heights
Order lengths and heights
Four operations with lengths and heights

Mass

Compare mass
Measure in grams
Measure in kilograms
Four operations with mass

PE

Athletics
Multi Sports Activities

COMPUTING – Computer Science

Start a sequence of commands
Predict the outcome of a sequence of commands
Build a sequence of blocks to give an action to a sprite
Create and choose backgrounds and characters for a design
Create a program using my own design
Evaluate and improve my project

ENRICHMENT

Float a Boat on a River –
Pioneer Passport

HISTORY

Can I identify toys from the past?
How can we learn more about toys in the past?
What is the purpose of a museum?
Can I sort toys according to when they were played with?
How do games in the past compare with those of today?

SCIENCE

Knowledge

How can we use properties of materials to sort them?
Can you design a simple scientific test?
Can you identify important features of different materials?
Which material creates the best shadow?
What forces are needed to control different toys?
What were the key features that caused some cars to travel further than others?

Working Scientifically

Can I ask simple questions and recognise that they can be answered in different ways?
Can I identify and classify?
Can I perform simple tests?
Use observations and ideas to suggest answers to questions

MUSIC – Voice/Instrument Recorder

Understand pitch and shape
Understand the difference between the pulse and the rhythm
Confidently change dynamics of a song
Understand and recognise basic graphic notation
Use "pause" in a piece of music and further explore graphic notation
Learn to sing with accuracy within a range of notes

PSHE – Relationships

Piece 1: Families
Piece 2: Keeping Safe (exploring physical contact)
Piece 3: Friends and Conflict
Piece 4: Secrets
Piece 5: Trust and Appreciation
Piece 6: Celebrating my Special Relationships