

Curriculum Map – This document sets out what we will focus on over the next few weeks of Summer Term. It includes the key knowledge, skills and understanding that we will cover. Where possible we aim for our curriculum to be brought to life through visits, visitors and other educational experiences that make learning memorable. Some subjects lend themselves to cross-curricular work whereas others require a more discreet approach and will be taught separately.

Our Learning Principles, & Values



- *Child-centred* – excites, informs and inspires children to learn, know and remember.
- *Inclusive* – ensures equal opportunities for all
- *Relevant* – reflects the world in which we live and promotes sustainability
- *Challenging* – ensures children achieve their best
- *Literature rich* – placing reading at the heart of everything
- *Enjoyable* – provides opportunities for children to be active, inquisitive, creative learners

Responsibility – Respect – Teamwork – Reflection

What is it like to live by the coast?



World
Continents
Map
Atlas
Compass
Oceans
Climate
Globe
Equator

What is a monarch?



Absolute monarchy
Constitutional monarchy
Anointment
Battle
Parliament
Procession
Orb

Year Two Summer Term Curriculum Map

English - Reading

- Develop phonics until decoding is secure.
- Read words containing common suffixes and prefixes.
- Compound words and plurals.
- Read common exception words.
- Read & re-read phonic appropriate books.
- Discuss & express views about fiction & non-fiction.
- Become familiar with & retell stories.
- Ask & answer questions; make predictions.
- Begin to make inferences

English - Writing

- Spell by segmenting into phonemes.
- Learn to spell common exception words, compound words and plurals.
- Spell using common suffixes and prefixes.
- Use appropriate size letters & spaces.
- Develop positive attitude & stamina for writing.
- Begin to plan ideas for writing.
- Record ideas sentence by sentence.
- Make simple additions & changes after proof reading.

English

Grammar

- Use simple conjunctions.
- Begin to expand noun phrases.
- Use . ! ? ,
- Use some features of standard English.

Speaking & Listening

- Articulate & justify answers.
- Initiate & respond to comments.
- Use spoken language to develop understanding.

Maths –

- Recognise equal groups
- Make equal groups
- Add equal groups
- Introduce the multiplication symbol
- Multiplication sentences
- Use arrays
- Make equal groups – grouping
- Make equal groups – sharing
- The 2 times table
- Divide by 2
- Doubling and halving
- Odd and even numbers
- The 10 times table
- Divide by 10
- The 5 times table
- Divide by 5
- The 5 and 10 times table

Maths – Statistics

- Make tally charts
- Tables
- Block diagrams
- Draw pictograms (1-1)
- Interpret pictograms (1-1)
- Draw pictograms (2, 5 and 10)
- Interpret pictograms (2, 5 and 10)

Maths – Measurement /Time

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

Geometry

- Language of position
- Describe movement
- Describe turns
- Describe movement and turns
- Shape patterns with turns

Science

Animals including humans

Key Scientific Skills

- Collecting evidence
- Asking questions
- Carrying out experiments
- Making comparisons
- Fair testing

Animals, including humans, have offspring which grow into adults.

The basic needs of animals, including humans, for survival.

The importance for humans of exercise, eating the right amounts of different types of food, and hygiene.

PSHE & C

Health and Wellbeing

What can help us grow and stay healthy? – being healthy: eating, drinking, playing and sleeping.

How do we recognise our feelings? – feelings: mood, times of change, loss and bereavement and growing up.

History

What is a monarch?

- Finding out the role of a monarch today and comparing with monarchy in the past
- Investigate how William the Conqueror became king and learn how he used castles to rule
- Study different types of castles

Design Technology

- Design a purposeful, functional and appealing product
- Generate, model and communicate ideas
- Use a range of tools and materials to complete practical tasks
- Evaluate existing products and own ideas
- Build and improve structure and mechanisms

Music

- Exploring timbre, tempo and dynamics
- Exploring sounds

Computing

Creating Pictures

- Using 2Paint a create art based on impressionist art
- Pointillist Art, Piet Mondrian, William Morris

Presenting Ideas

- Presenting a story three ways
- Presenting ideas as a quiz
- Making a non-fiction fact file
- Making a presentation

Art and Design

- Use colour and marks to express mood
- Experiment with water colours, colour washes, ready mix paint etc
- Represent things observed, remembered or imagined, using colour and tools
- Famous Artist – Claude Monet

Geography

What is it like to live by the coast?

- Use maps, atlases and globes
- Use simple compass directions
- Name and locate the four countries, capital cities and surrounding oceans of the United Kingdom
- Physical features of the Jurassic coast and how humans have interacted with this over time, including land use, settlements and tourismj

PE

Gymnastics

- Linking movements together

Games

- Group games and inventing rules
- Dribbling, kicking and hitting

Dance

RE

Who is Jewish and how do they live?
(Double Unit)