

## Year 2

### Summer Term Two

#### Mathematics—New objectives

##### The children will:

- Counting in steps of 2 3 5 10s.
- Solve problems involving counting and estimating.
- Recognise and continue number sequences.
- Use place value to solve problems
- Apply knowledge of column value and the number system in order to answer reasoning problems.
- Use addition and subtraction facts to 20 and derive related facts to 100 to solve problems.
- Solve missing number problems using inverse operations.
- Solve problems including fractions.

Recognise  $\frac{1}{2}$   $\frac{1}{4}$   $\frac{2}{4}$  and  $\frac{3}{4}$

#### Mathematics—Basic skills

##### The children will:

- Counting in fractions including halves and quarters.
- Use the inverse to solve missing number problems

#### Literacy

##### Poetry: Silly Stuff

##### The children will:

- Listen and read a range of poetry.
- Develop understanding of new vocabulary.
- Recite poetry with expression and clarity.
- Develop discussion about favourite poems and why you like them.
- Recognise language features and patterns.
- Develop a success criteria for writing poems.

Plan and edit, rewrite a poem using features of a success criteria.

#### grammar and punctuation

##### The children will learn how to:

- Use past and present tense accurately.
- Use apostrophes to show belonging.
- Identify prefixes and suffixes—ful and -less link to adjectives

#### Stories from a familiar setting

##### The children will:

- Read and tell a selection of stories with familiar settings and themes.
- Individually and in groups retell stories.
- Identify characters from the stories.
- Discuss how characters are feeling at certain moments in a story, by exploring different problems, solutions and endings.
- Describe characters orally and in writing.
- Sequence events in the story using story maps and storyboards. Link to using adverbs for time.
- Predicted what will happen next in a story.
- Shared write using features identified.
- Plan edit and review a story using success criteria.

#### Spelling

See Liverpool Spelling Scheme Year 2

## P.E

**children will taught to:**

### Outdoor activities

- Develop spatial awareness.
- Develop balance and rhythm running around obstacles.
- Develop awareness of distance and speed.
- Work in pairs and small groups.
- Understand what happens to the body when we exercise.

## Geography

**children will be taught:**

### Weather (Continued from Summer 1)

- Name the different weather types in the UK.
- Identify daily changes to the weather.
- Recognise how the weather changes of the year.
- Understand that weather around the world can be dangerous.
- Identify similarities and difference in types of weather around the world.
- Make simple observations about the weather over time.

## Music

**children will be taught:**

- Perform songs to an audience
- Use instruments to accompany songs
- Recognise rhyme and beats.

## Come and See

### Treasures

- What do we treasure?
- The world is God's treasure given to us.

### Hinduism

- Prayer at home (Puja)
- Quiet times
- Prayer is part of Hindu life.

## Science

### Plants (Continued from Summer 1)

**The children will be taught :**

- Label the main parts of the plant.
- Begin to describe the life cycle of a plant.
- Explain that plants need water, light and a suitable temperature to grow.
- Plant seeds.
- Make observational drawings. Measure the plants using a ruler.
- Record the growth of their plants on a bar chart.
- Make predictions

## Art & Design

- Look at different collage artists.
- Experiment using different media to create a collage of the sky.

## Computing

**children will be taught to:**

### Algorithms and programming (Continued from Summer 1)

- Create a simple set of instructions (left and right)
- Can record routes.
- Understand forward and backwards, up and down.
- Put two instructions together to control a programmable car.
- Begin to plan and test a Bee Bot journey.

## Languages -Spanish

**Children will be taught :**

- Simple feeling phrases
- Counting in 20
- Review colours
- Animal names