

English

Compile facts about a famous pirate and then write a fact file of a famous pirate.
Create a wanted poster of a pirate.
Write a pirate adventure story.
Write a postcard/letter.
Describe and compare settings.
Write a persuasive text.
Write tongue twisters and limericks.
Use apostrophes to show where letters are missing and to mark singular possession of nouns.
Spell words using suffixes 'ment', 'ness', 'ful', 'less', 'ly'.
Spell common homophones.
Join some letters in words for neater handwriting.

Numeracy

Continue to count in steps of 2, 5 and 10 and begin to count in steps of 3 and 4 forward, and backward.
Compare and order numbers, using $>$ / $<$ and $=$.
Add and subtract using pictorial representations for 2 and 3 numbers.
Solve 1 step and 2 step word problems involving addition, subtraction, multiplication and division.
Estimate where numbers will be in different representations and on a number line.
Find fractions of numbers ($\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$, $\frac{2}{4}$, $\frac{1}{3}$).
Recognise and make turns of $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$ and whole in a clockwise and an anti-clockwise direction.
Make different amounts of money up to and above £1.
Find shopping totals.

ICT

Navigate the web to complete simple searches.
Understand that algorithms are used on digital devices.
Understand that programs require precise instructions (Beebots).
Use a range of instructions (e.g. direction, angles, turns).
Test and amend a set of instructions. Find errors and amend (debug). (*Create own Beebot mats - Island*)
Organise, retrieve and manipulate digital content (*Sea PowerPoint*).



On the High Seas

Year 2 Summer Term 2022



Art

Choose and use three different grades of pencil when drawing.
Use charcoal, pencil and pastel to create art. *Smudging on black/white paper.*
Use a view finder to focus on a specific part of an artefact before drawing it. (*Sea shells*)
Create a piece of art in response to the work of another artist. (*Brian Lewis, Houkasi*)
Make a clay pot and join two clay pots together. (*Pirate/sea crockery*)

Music

Learn pirate songs and shanties.
Sing or clap increasing and decreasing in tempo.
Play simple rhythmic patterns on an instrument.

DT

Think of an idea and plan what to do next.
Choose tools and materials and explain why I have chosen them.
Measure materials to use in my structure.
Join materials and components in different ways.
Make my structure work. (*Victorian bathing machine*)
Describe the ingredients being used. (*Make a healthy snack for pirates to eat*)

PE

Pirate Games: Feed the Shark, Islands, Captain's coming.
Athletics/Sports Day

Science

Ask simple scientific questions. Use simple equipment to make observations. Carry out simple tests. Identify and classify things. Suggest what I have found out. Use simple data to find answer questions.

Investigate if plants can grow anywhere.
Investigate ways to preserve food.
Learn about the life cycle of an animal including humans (*turtle*).
Describe what animals and humans need to survive.
Describe why exercise, a balanced diet and good hygiene is important for humans.
Investigate floating and sinking. What is the best shape boat to float? Which material might or might not be used and why?

Geography

Name the continents of the world and the world oceans and locate them on a map.
Say what I like and do not like about where I live.
Describe some of the features of an island.
Describe key features of a place using words, beach, cliff, coast, forest, hill, ocean,
Espresso - Journey to the coast
Explain how jobs are different in other locations.
Find where I live on a map.
Make a treasure map, Espresso mapping, Compass points

History

Use words and phrases like before, after, past, present, then and now.
Recount the life of someone famous from Britain who lived in the past. Explain what they did earlier and what they did later. *Famous pirates*
Use different sources of historical evidence.

RE

What is May Day?
What questions do religious stories make us ask? Can we find any answers?

SRE

Relationships