

Year 2 Summer Term Medieval Magic...



Science

Knowledge and Experiences

- Observe and describe how seeds and bulbs grow into mature plants.
- Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy.
- Make comparisons between plants as they grow.

Planned Outcomes

- To be able to identify a healthy and unhealthy plant and suggest reasons for their state. To use scientific vocabulary accurately.

PE

Knowledge and Experiences

- Throw different types of equipment in different ways, for accuracy and distance.
- Vary the speed and direction in which they are travelling.
- Jump for distance from a standing position with accuracy and control.

Planned Outcomes

- To apply the skills during sports day.

English

Knowledge and Experiences

- Participate in discussions to show an understanding of what they are reading.
- Read using phonics skills and read with increased fluency.
- Learn to spell common exception words. Use conjunctions when writing.
- Use different sentence forms: statements, questions, exclamations and commands.
- Form capital letters and digits of the correct size, orientation and relationship to one another and to lower case letters.
- Make simple additions, revisions and corrections to their own writing.

Planned Outcomes

- To compose a poem about knights.
- To write about our trip to Arundel Castle.
- To write non-fiction information.

Computing

Spreadsheets and Creating Pictures

Knowledge

- How to copy and paste.
- How to use a money spreadsheet for money calculations.
- How to use the Calculate equals tool to check calculations and to collect data and produce a graph.
- How to use art programs to recreate art in the style of William Morris, Piet Mondrian and Claude Monet.
- Continue to save their work.

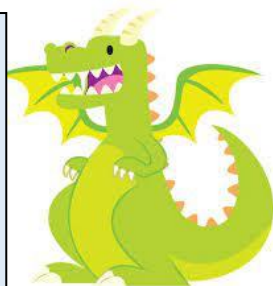
Mathematics

Knowledge and Experiences

- solve problems with addition and subtraction:
- using concrete objects and pictorial representations, including those involving numbers, quantities and measures
- applying their increasing knowledge of mental and written methods
- add and subtract numbers using concrete objects, pictorial representations, and mentally, including: two two-digit numbers
- recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers
- calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (\times), division (\div) and equals (=) signs
- show that multiplication of two numbers can be done in any order (commutative)
- solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.

Planned Outcomes

- To apply our knowledge and skills to solve problems and reason about numbers.



History

Knowledge and Experiences

- Know why castles were built and how they changed overtime.
- Compare how castles were used in the medieval period to present day.
- Name the key features of castles and their purposes.
- Find out about who lived and worked in a medieval castle.
- Visit Arundel Castle

Planned Outcomes

- Create a poster or leaflet explaining key features of a castle.
- Explain the roles of different people in a castle.

PSHE/RSE

Knowledge and Experiences

- Can identify the negative feelings associated with keeping a worry secret.
- Can identify who they trust in their own relationships.
- Know the physical differences between male and female bodies.
- Know that private body parts are special and that no one has the right to hurt these.

Planned Outcomes

- Children can explain what they can do to keep safe if they feel worried, angry or scared.

Art and DT

Knowledge and Experiences

- Use simple graphics package to create an image and manipulate an image (Computing link).
- Learn about different artists.
- Manipulate clay.
- Stitch and knot to embellish fabric

Planned Outcomes

- Create a dragon's eye from clay.
- Design and make a bookmark using fabric, thread and embellishments.

Geography

Knowledge and Experiences

Skills and fieldwork

- Use compasses.
- Use locational and directional language for map work.
- Study the geography of the school including human and physical features.

Weather

- Measure and record the daily weather.
- Construct and use basic weather recording symbols.
- Identify daily weather patterns.

Planned Outcomes

- Plan and present a weather forecast.
- Study and discuss the geography of the school area.

RE

Knowledge and Experiences

Christianity

- Learn about how the church is a special place where Christians worship.
- Know the names of Christian artefacts and symbols and their meaning to Christians
- Name the main parts of a Christian church and be able to talk about some activities that take place there.

Islam

- Learn about how a mosque is a special place where Muslims worship.
- Know that worshipping helps Muslims to feel part of a family.
- Name the main parts of a mosque and symbols or objects found there.
- Explain some activities that take place in a mosque.
- Know some ways that Muslims show respect before worshipping.

Planned Outcomes

- Recognise different symbols, actions and key practices associated with religious communities.

Music

Knowledge and Experiences

- Listen and copy rhythm patterns.
- Notice how a change of pitch is used to create an effect.
- Learn about duration and beat.
- Play an accompaniment on tuned percussion.
- Listen and copy vocal and rhythm patterns
- Sing accurately, in tune, and in time with a steady beat.
- Explore 20th century classical music.

Planned Outcomes

- Perform an end of year musical show.