

English

Spelling, Grammar and Punctuation:

- To revise Year 2 spelling rules and patterns.
- To use sentences with different forms: statements, questions, exclamations and commands.
- To revise different word classes: nouns, verbs, adjectives and adverbs.
- To use the conjunctions *and, or, but, because, when, if and that* in my writing.
- To know that you can sometimes change a word class by adding a suffix.

Reading and Writing:

- To use inference and deduction when discussing 'Zoo' by Anthony Browne.
- To explain and discuss understanding of books, poems and other material, both those that they listen to and those that they read for themselves.
- To retrieve information from a non-fiction text.
- To write a descriptive story opening.
- To write a story about a visit to the Zoo.
- To write, edit and publish an information text about animals, focusing on layout and language features.
- To write a recount of our visit to Knowsley Safari Park.
- To up-level my writing.
- To practise using joined handwriting to neatly form tall, short and lazy letters.

Phonics Focus

- To accurately spell high frequency words.
- To accurately apply Phase 3 and Phase 5 sounds in reading and writing of polysyllabic words.
- To learn all alternative pronunciations and spellings and begin to apply these in reading and writing.

Physical and Mental Development

Invasion Games

- To catch the ball consistently after one bounce.
- To track an opponent and intercept.
- To run quickly and dodge to beat an opponent.
- To understand spatial awareness and the concept of attacking and defending.

Movement Skills

- To travel with good control.
- To travel backwards safely.
- To dodge and travel safely around others.
- To volley and punt

Curriculum Enrichment

- Visit to Knowsley Safari Park - Disability Awareness Week - Crowning of Our Lady

Expressive Arts and Design

Music

- To consider the pitch of percussion instruments.
- To listen to a story told using music and discuss.
- To play un-tuned instruments musically.

Art

- To complete observational drawings based on the Creation Story.
- To find out about a famous artist (Anni Albers).
- To experiment with the weaving technique using paper, wool and fabric.
- To contribute to a year group weaving display.

Y2 Creative Curriculum Planner



Summer 1 - All Creatures Great and Small

Religion

The Way the Truth and the Life: Eastertide

- To know the importance of St. George's Day.
- To know that May is the month of Mary/The Rosary.
- To know that Jesus rose from the dead on the first Easter Sunday.
- Know that Jesus appeared to the disciples.
- Know what happened after the Resurrection.
- Know that Jesus goes back to heaven.
- Know that the Apostles received the Holy Spirit.

Understanding of the World

Science

- To know what a habitat is and identify clues of animal habitats around our school.
- To identify whether items are living or non-living by devising questions to categorise.
- To consider the human impact of litter on our environment.
- To discuss what an animal needs to survive.
- To group animals using classification.
- To name and match animal adults with their babies.

History

- To learn about the discoveries of Jane Goodall in the C20th and Charles Darwin in the C19th.

Geography

- To label the continents and oceans on a map.
- To consider different regions of the world and why different animals are suited to living there.

Computing

- To design a storyboard for an animation.
- To use '2Animate' and '2Sequence' to retell a story using a sequence of pictures and music.
- To edit and improve my animation and share it with the class.

Mathematics

- To revise and apply all of the maths skills we have learnt in KS1.
- To choose appropriate coins to pay and give change.
- To exchange coins and compare money in pounds and pence.
- To solve word problems involving money.
- To recognise, find, name and write fractions $1/3$, $1/4$, $2/4$, $3/4$ of a length, shape, set of objects or quantity.
- To write simple fractions for example, $1/2$ of $6 = 3$ and recognise the equivalence of $2/4$ and $1/2$.
- To identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line.
- To identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces.
- To identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid].
- To compare and sequence intervals of time.
- To tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times.
- To know the number of minutes in an hour and the number of hours in a day.
- To interpret and construct simple pictograms, tally charts, block diagrams and simple tables
- To ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity.
- To solve problems involving addition, subtraction, multiplication and division.