TOPIC OVERVIEW

Year Group:	2	Term: Summer 1	Under and Over the Sea

English	Maths
• Riddles for sea creatures • Letter writing – Dear Greenpeace • Information texts – Famous pirate/Explorer	• Measurement 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. Know the number of minutes in an hour & the number of hours in a day. Compare and sequence intervals of time. • Measurement Choose and use appropriate standard units to estimate and measure capacity (l/ml) and temperature (oC) to the nearest appropriate unit, using thermometers and measuring vessels. Compare and order volume/capacity & record the results using >, < and =.

History	Geography	DT / ART	SCIENCE
• the lives of significant individuals in the past who have contributed to national and international achievements.	• Investigate the world's continents and oceans. • Use basic geographical vocabulary to refer to and describe key physical and human features of locations. • Use world maps, atlases and globes.	• to use a range of materials creatively to design and make products • to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination • to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space	**Plants** 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.

		Design design purposeful, functional, appealing products for themselves and other users based on design criteria generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology Make select from and use a range of tools and equipment to perform practical tasks select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics Evaluate explore and evaluate a range of existing products evaluate their ideas and products against design criteria	

		Technical Knowledge build structures, exploring how they can be made stronger, stiffer and more stable explore and use mechanisms, in their products.	
COMPUTING	**RE**	**PE**	**PSHCE**
• Branching Databases and digital photography	•	• participate in team games, developing simple tactics for attacking and defending • perform dances using simple movement patterns.	Relationships • To know about people who look after them, their family networks, who to go to if they are worried and how to attract their attention, ways that pupils can help these people to look after them.
MUSIC	**Languages**	**SMSC**	**Enriching the curriculum** (Visits, Visitors, special days)
Music Express • Use their voices expressively and creatively by singing songs and speaking chants and rhymes • play tuned and untuned instruments musically • listen with concentration and understanding to a range of high-quality live and recorded music • experiment with, create, select and combine sounds	French • To know simple words & phrases.	• **Philosophy** • **Outdoor Learning**	• Visit to The Deep

using the interrelated dimensions of music			