

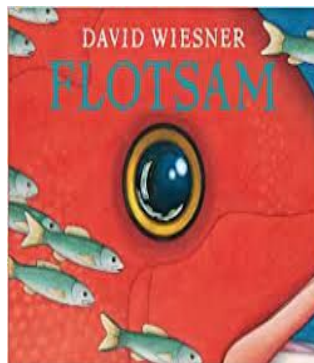
Year 2 Summer 1: Mad for Madagascar

Curriculum connections

2

English

Writing: Explore and develop 'finding tales'.
Rehearse and imitate language patterns within poetry.
Develop vocabulary used within writing to engage the reader.
Further refine the quality of cursive handwriting.
Develop the use of punctuation to improve sentences.
Learn high frequency spelling words and common spelling patterns.
Learn common suffixes to write a friendship recipe.
Reading: Understand the purpose of word choices by the author within texts.
Select books which are based on children's interest.
Discuss opinions about books and who they might recommend them to.



2

Maths

Know o'clock, half past, quarter past and quarter to.
Tell the time past the hour and to the hour.
Know how many minutes there are in an hour and how many hours there are in a day.
Draw tables, pictograms and block diagrams.
Interpret pictograms, block diagrams and tally charts.
Understand positional language.
Use mathematical vocabulary to describe movement and turns.
Spot patterns and continue them.

2

Geography

Understand geographical similarities and differences through studying the human and physical geography of a small area of the UK and of a small area in a contrasting non-European country.
Use an aerial view to find human and physical features in the local area.
Use a satellite image to find human and physical features in Talata.
Describe the weather in two different places and know why places nearer the equator are hotter.
Find out what life is like living in Talata, Madagascar.
Compare my local area and Talata.

2

Art

Henri Rousseau

Study the work of Henri Rousseau and use it as a stimulus to create collages.
Create a variety of images using different media including card, paper and fabric, with a focus on proportion.
Develop techniques to create a collage display in an artist's style.

2

1



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2

Science

Habitats and Our Changing World

Understand whether things are living, not living or have never been living.

1

Consider the key features which show organisms are alive. Know a habitat is a natural place where something lives and that animals have different needs that are suited to where they live (adaptation). Learn about how animals adapt to the places that they live in. Investigate: 'What conditions would woodlice like to live in?'

2

RE

What do Buddhists remember at Wesak?

Explore the importance of the story of Siddhartha and the 'four sights'. Learn about the symbolism of light at Wesak and compare this to other festivals of light.

1

Computing

Stop Motion

Know what an animation and stop motion animation is. Learn how to plan and create a stop motion animation. Know what a still image is and how it is incorporated within a stop motion animation. Decompose movement into frames. E-safety: Understand strategies that will help me decide if something seen online is true or not.

2

PE

Health and wellbeing

Move at speed and with agility, and develop ways to balance with a partner. Perform a series of circuits and understand that motivation enhances their performance.

2

Games for understanding.

Understand what makes an effective team. Create strategies to complete a challenge.

2

Music

Exploring Pitch

Develop understanding of pitch through playing instruments, singing songs and listening to opera. Use Chrome Music Lab to explore changes in pitch.

2

PSHE

Relationships

Identify members of my family and understand that there are lots of different types of families. Make friends/be a good friend. Know appropriate ways of physical contact to greet my friends and know which ways I prefer. Know people who can help me in my school community. Recognise my qualities as a person and a friend. Celebrate special relationships. **Character trait:** Citizenship

1

2

Spanish

Retratos

Learn the names of the main parts of the face. Describe using colours. Ask and answer questions about physical appearance. Get to know Pablo Picasso.