



Year 2

# Summer Term Curriculum





## Reading

This term our reading focus will be:

- Traditional Tales from a variety of cultures - Hansel and Gretel
- Instructions - A witches potion
- Adventure Stories - George and the Dragon, The Tunnel
- Recounts - Chatterbox Ben
- Information texts about plants, the moon landing and holiday brochures.



## Writing

This term our writing focus will be:

- Fiction—Traditional tales from a variety of cultures.
- Non-Fiction— Instructions
- Non-Fiction—Diary recount
- Fiction—Adventure stories



## Numeracy

This term our numeracy focus will be:

- Fractions
- Consolidation of previous topics
- Position and Direction

Children will also develop their mental math skills, through the 'Shooting Math's Stars' scheme. Each week children will be tested and move up the different star levels.



### Science 1

Pupils will learn to observe and describe how seeds and bulbs grow and what they need to grow healthy.



### RE

Pupils will learn about places of worship and stories from the Bible.



### Music

Pupils will develop musical skills through learning about pop and classical music.



### PE

Pupils will focus on group games and athletics.



Shine like a Star

## Our Topic this term is:

## Out of this World & We're off to the seaside

### Geography

Pupils will develop geographical knowledge and skills related to learning about urban and coastal areas.



### Art

Pupils will study the artist George Seurat and paint landscapes.



### History

Pupils will develop historical knowledge and skills related to the topic about a significant event—The Moon Landing.



### DT

Pupils will design and create their own moon buggy.



### Science 2

Pupils will learn to set up experiments and use observations to answer questions.



### PSHE

Pupils will focus on the themes Relationships and Changing Me.



### ICT

Pupils will learn to create pictures, make music and present ideas digitally.



### MFL (KS2)

Pupils will begin to learn to say hello to answer the register

