

Engage:

Express:

Literacy

Spoken Language

Give well-structured descriptions, explanations and narratives for different purposes

Use spoken language to develop understanding through speculating, hypothesising, imagining and exploring ideas
Participate in discussions, presentations, performances, role play, improvisations and debates

Maintain attention and participate actively in collaborative conversations

Reading

Discuss and clarify the meanings of words, linking new meanings to known vocabulary

Writing

Plan or say out loud what they are going to write about
Write for different purposes

Use sentences with different forms: statement, question, exclamation, command

Use expanded noun phrases to describe and specify

Physical Development

Games:

To throw, catch and bounce in different ways when standing still or on the move

Confidently use rolling actions to roll towards different targets on own and with a partner.

Kick a ball with some control to a targeted area.

Strike/hit a ball using a variety of equipment or their hands.

Strike/hit a ball to a targeted area.

Catch an object more consistently on own and with a partner.

Throw, catch, roll, strike, hit in a game scenario.

Gym:

To recall body shapes, balances and travelling

Be able to use gymnastic techniques

Be able to rock individually

Understand how to move from one balance to another

Learn the different steps of a forward roll

Land a forward roll in different shapes

Personal, Social and Emotional Development

PSCHE: Getting On and Falling Out

Working co-operatively to help a group

Being a really good friend

Keeping calm and overcoming feelings of anger

Solving a difficult problem with a friend

Say no to bullying:

- What it is?

- How does it feel?

- Why do people bully?

- How can we prevent and respond to it?

R.E.: Sacred Writings

- the names of some religious books and the religion to which they belong e.g. Qur'an – Islam, The Bible

- Christianity

- That stories often contain inner meanings and messages

- that religious books teach people how to live

JUNE TERM 2 2017

Goodives

Land Ahoy

Year 2

Mathematics

-recalls and uses addition and subtraction facts to 20 fluently, and derives and uses related facts up to 100 such as $3+7=10$, $10-7=3$ and $7=10-3$ to calculate $30+70=100$, $100-70=30$ and $70=100-30$

-recognises and uses the inverse relationship between addition and subtraction and uses this to check calculations and missing number problems

-recognises patterns within the number system up to and beyond 100

-reads and writes numbers to at least 100 in numerals and in words

-compares and orders numbers from 0 up to 100; use $<$, $>$ and $=$ signs

-counts in steps of 2, 3, and 5 from 0, and in tens from any number, forward or backward

-adds numbers, using concrete objects and pictorial representations, mentally, including: a two-digit number and ones, a two-digit number and tens, two two-digit numbers, adding three one-digit numbers

-estimates, chooses and uses standard units in a variety of contexts to the nearest appropriate unit, including length and height in any direction (m/cm)

-uses all measuring apparatus accurately e.g. rulers, thermometers, scales and measuring vessels

-compares and orders lengths, mass, volume/capacity and records the results using $>$, $<$ and $=$

Understanding of the World

GEOGRAPHY: Skills and Fieldwork

Name, locate and identify characteristics of the four countries and capital cities of the UK and its surrounding seas

Use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment
Use simple compass directions and locational and directional language to describe the location of features and routes on a map

HISTORY: Significant lives

Learn about the lives of significant individuals in the past who have contributed to national and international achievements

SCIENCE: Everyday Materials

Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses.

Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching

Computing: Online

Talk about websites they have been on.

Explore a website by clicking on the arrows, menus and hyperlinks.

Recognise an email address. Find the @ key on the keyboard. Contribute to a class email.

Expressive Art and Design

Design and Technology

Start to generate ideas by drawing on their own and other people's experiences.

Begin to develop their design ideas through discussion, observation, drawing and modelling.

Identify a purpose for what they intend to design and make.

Understand how to identify a target group for what they intend to design and make based on a design criteria.

Develop their ideas through talk and drawings and label parts.

Make templates and mock ups of their ideas in card and paper or using ICT.

Evaluate own work against the design criteria

Music:

Use their voices expressively and creatively by singing songs and speaking chants and rhymes

Sing songs in ensemble following the tune (melody) well.

Use voice to good effect understanding the importance of warming up first.

Perform in ensemble with instructions from the leader.

Make and control long and short sounds using voices and instruments, playing by ear and including simple improvisation (duration).