Science

Living things and Habitats

- Explore and compare things that are living, dead and things that have never been alive.
- Identify habitats for common animals and explain how they are suited to their habitat.
- Use food chains to describe how animals obtain their food from plants.

Materials

- Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.
- Identify and compare the suitability of a variety of everyday materials.

Maths

- Multiplication we will be learning to link repeated addition to multiplication, including the 2, 5 and 10 times tables. To support understanding we will be using arrays.
- Division we will be learning to divide using sharing and grouping strategies. We will discuss which strategies are most efficient and use known facts to support our calculations.
 We will develop our understanding of multiplication and division as inverse calculations.
- Fractions we will be finding halves, quarters, thirds and three-quarters of shapes and amounts. We will be discussing the equivalence of the fractions ½ and 2/4.
- Time we will be learning to tell the time to the nearest quarter of an hour, then to the nearest 5 minutes.

PE

Cricket, Athletics, Sports Day practice

English

Narrative:

- Read and write own myths.
- Learn about a famous author (Roald Dahl) and read a range of texts written by them.
- Write character descriptions.

Non Fiction:

• Explanations – how to be (a profession e.g. a teacher)

SUMMER FUN

Visits/Enrichment activities

Roald Dahl Museum
Purple Up Day
Year 2 Leavers' Show

PSHE

Learning about the different relationships we have with people and how we interact healthily with others. We will also learn about how we change as we grow.

Art

Drawing

Observing, studying and drawing our own figures in an Edgar Degas inspired Beach Scene.

Computing

Graphs – We will be using Purple Mash to learn how to organise our data into graphs to present our findings.

Making Music – we will learn to make digital pieces of music by combining and editing sounds.

Coding – we will be following given algorithms and making our own computer programs using algorithms.

DT

Structures

We will be designing, making and evaluating our own kite structures to ensure they fly successfully.

History - Significant person in history

Amy Johnson (Battle of Britain Pilot) and RAF Bentley Priory (Role in the Battle of Britain)

- To learn some key facts about Amy Johnson and her role in the Battle of Britain
- To learn some key facts about the RAF and Bentley Priory in Bushey and its role in the Battle of Britain
- To recognise the connection between Amy Johnson, the Battle of Britain and the RAF/Bentley Priory and to understand that Bushey is a significant place in History because of this connection.

Geography

Africa

- Comparing the UK to Kenya
- Identifying human and physical features of each location
- Comparing the weather and geographical locations of each place
- Challenging stereotypes

RF

We will learn about beginnings and endings of different parts of life (birth, marriage, coming of age, death) and how they are marked by different religions. We will be looking at and handling a range of different religious artefacts and different styles of clothing and discussing their importance for the faiths.

Music

Swing-a-long with Shostakovich- focussing on 2 and 3 time, beat and 20th century classical music.

Charlie Chaplin- focussing on duration, pitch and dynamics to create a musical accompaniment to a short silent film.

Tanczymy Labada- based around a Polish circle game we will learn some singing games, play an accompaniment and invent a 4-beat body percussion pattern.

est 5 minutes.