

Maths

White Rose Hub

- Compare lengths and heights
- Measure lengths in cm, m
- Compare and order lengths
- Use four operations with lengths
- Describe position
- Describe movement and turns
- Make patterns with shapes
- Tell time to the hour, half past, quarter past and quarter to
- Tell and write time to 5 minutes
- Find and compare durations of time
- Measure mass in grams and kilograms
- Measure capacity
- Compare volume
- Use millilitres and litres
- Measure temperature

P.E

Gymnastics

- Roll in different ways eg, pencil, egg, dish, teddy
- Balance in different ways eg front, back, side, bottom
- Create, repeat and perform a short sequence of up to 4 unlike actions

Athletics

- Travel on feet in different ways eg run, skip, gallop
- Jump in different ways eg hop, leap
- 'Send' in different ways eg throw, roll

R.E.

From Easter to Pentecost

- Retell Mark's account of the Resurrection (Mark 16:1-8)
- Identify how Mark's account of the resurrection might have challenged/affirmed his original community and how it challenges us now.
- Describe some ways in which religion is lived out by believers
- Give reasons for certain actions by believers
- Show an understanding of how religious belief shapes life

The Church is Born

- Know that when the apostles received the Holy Spirit they spread the good news.
- Know that the apostles realised that God could work through them

Year 2 Summer Term

PSHE

Hazard Watch

- Know what items are safe to play with
- Name potential dangers in different environments
- Name dangers that can affect others

HRSE

- Identify, name, draw and label the basic and main parts of the human body
- Learn about growing into adults, include reference to baby, toddler, child, teenager, adult.

Art

Seaside Art –Paintings by Lynette Amelie

- Explore the work of artists from different times
- Observe and draw different shapes
- Make paintings and begin to combine with different media eg collage

D&T

Textiles – Sewing Sea Creatures

- Use drawings to record ideas as they develop
- Explain which materials they are using and why
- Cut out shapes which have been created by drawing around a template
- Decorate using a variety of techniques

Computing

Coding

- Understand what an algorithm is
- Design algorithms and then code them.
- Use the repeat command
- Know what debugging is and debug programs

Creating Pictures

- Learn the functions of a picture tool
- Learn about and recreate art from famous artists