Curriculum Overview for Year 2 Summer term - Create: "How have puppets been used through history?"

English

Fiction:

- Quest and adventure stories:
- Lost and Found by Oliver Jeffers:
- Write a character description of their own character for a lost poster.
- Plan, write and edit a story based on the book.
- The Woods by Paul Hoppe:
- Drama project.

Place Value

- Plan, write and edit a diary entry
 Information text: from the point of view of the monster.
- Stories by the same author:

Use place value and I

to solve problems.

• Look at stories by Anthony Browne: • Write a recount of their school trip.

Partition two-digit numbers into

different combinations of tens and

Use reasoning about numbers and

complex problems and explain their

Recall the multiples of 10 below

and above any 2-digit number.

Read scales in divisions of ones,

relationships to solve more

- Plan, write and edit a new story in the style of Anthony Browne.
- Use apostrophes in contractions and to show possession.
- Use question marks and exclamation marks. Non-fiction:
- Instruction writing: How to make a puppet.
- Plan, write and edit biographies of Florence Nightingale and Mary Seacole.

Poetry:

- Humorous poems:
- Aliens Stole My Underpants by **Brian Moses:**
- Learn and recite a humorous poem.
- On the Ning Nang Nong by Spike Milligan:
- Write a humorous poem using rhyme.

Art & Design

- To develop a wide range of art and design techniques using colour, pattern, texture, line, shape, form and space.
- Learn about the work of a range of artists, craft maker. and designers, describing the differences and similarities between different practices and disciplines and making links to their own work.
- Learn about and look at the artwork of Georgia O'Keeffe.
- Create their own flower artwork in the style of Georgia O'Keeffe.

Computing

- Create pictures in the style of studied artists: Mondrian, Pointillism, Impressionism, William Morris, Surrealism and collage.
- Make Music: explore sounds and make sound tracks.
- Present Ideas: present a story in three ways; make guizzes; create a non-fiction fact file and make a presentation.

Mathematics

Read scales where not all numbers on the scale are given and estimate points in between.

Addition and Subtraction:

- Solve problems with addition and subtraction using written and mental methods.
- Add and subtract numbers using concrete objects, pictorial representations, and mentally.
- Add three one-digit numbers.
- Recall doubles and halves to 20.
- Use estimation to check answers.

Multiplication and Division:

- Recall and use multiplication and division facts for the 2, 5 and 10 times tables and recognise odd and even numbers.
- Solve problems involving multiplication and division, using written and mental methods.
- Solve word problems involving multiplication and division with more than one step.

Compare and sort common 2-D and 3-D shapes and eve objects describing similarities nd differences.

Design & Technology

- To use a range of materials creatively to design and make 3D objects for different purposes.
- Design and make puppets:
- Make shadow puppets.
- How to sew.
- —Design and make felt hand puppet

Exit point: Carnival of puppets

Geography

- U.K. locational knowledge
- How to find the UK on maps, globes and in
- The countries and capitals of the UK and the seas around them.
- Small area study a seaside town:
- Seaside features.
- How to use maps and recognise some map
- How to use compasses and compass directions.
- Map and compass treasure hunt.

Modern

Languages

Education

- Asking questions and understanding answers
- Numbers up to 10 and using counting songs
- Learn the basic colours
- Understand vocabulary for weather

Music

- Sounds interesting exploring sounds
- "Rain, rain go away" Exploring timbre, tempo d dynamics
- c and dance linked to movement of puppet

Science

thinking.

Measurement:

Living things & their habitats

twos, fives and tens.

- Identify a variety of plants and animals and their habitats.
- Explore microhabitats around the school.
- Research a habitat of the children's choosing and show how animals are suited to it.
- Observe plants and bulbs and how the process of germination through working scientifically.
- Investigate what plants need to grow and how they reproduce through seed dispersal.
- Explore the life cycle of different plants
- Heart Start scheme.

History

Learning about significant individuals from history

The lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods.

- Florence Nightingale: her life and work and historica
- Mary Seacole: her life and work and historical cortext. British history and Crimean War
- Understanding significance and moral message of individuals from history.

Physical

- Football with AJD Sports
- Athletics including learning effective running techniques throwing for distance and accuracy.
- Sports Day practice
- Team Games and Multi-skills
- The Puppet Dance

Religious / P.S.H.E.

What does it mean to belong to a religion?

Education

- Judaism.
- Visit to a synagogue.
- "Mind Up" and Growth Mindset
- Forest School.