

### English

- To write free verse poetry using expanded noun phrases.
- To write a postcard.
- To identify features of persuasive writing.
- To write a guidebook about a place.
- To write a story using a story map.
- To edit and improve our writing.
- To orally say our sentences before recording them.

### Maths

- To measure length in cm
- To measure length in m.
- To add and subtract within 100 using column method.
- To identify a half and a quarter of shapes and numbers.
- To identify a third and three quarters of shapes and numbers.
- To solve missing number problems.

### Geography

- To recall the seven continents of the world.
- To identify the location of India by using a world map.
- To describe the weather patterns of India.
- To use aerial photographs to identify the characteristics of an area of land in Arakkonam.
- To identify human and physical features in Rugby and Arakkonam and compare these.

### Science

- To design an experiment to find out what plants need to grow.
- To know the difference between seeds and bulbs.
- To describe what plants, need to grow.
- To describe the lifecycle of a plant.
- To observe and record the growth of plants over time.
- To understand that plants adapt to suit their environment.



## Year 2 Summer 1 *Rugby to Arakkonam*

### PSHCE

- To identify relationships with different members of our families.
- To understand different forms of physical contact and know what is acceptable.
- To identify things that cause conflict with our friends.

### RE

- To compare different symbols from around the world
- To discover how a symbol can start a movement

### Art and Design

- To describe similarities and differences between Kandinsky's work and be able to recognize two of his paintings.
- To know the primary and secondary colours.
- To understand you can make a different shade of paint.
- To stay within the lines when using a thinner brush.

### PE

- To develop the sprinting action.
- To explore jumping for distance.
- To safely jump for height.
- To develop coordination and technique when throwing over and underarm.

### Music

- Talk about where music might fit in the world.
- Follow a leader when singing and listen to whether we are in or out of time.
- To compose a single melody
- To perform following a conductor.

### Computing

- To look at how music makes us feel
- To understand how digital apps can create music
- To use apps to create music.
- To review and edit