

English

- 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

- Compare and sequence intervals of time.
- Tell the time and write the time to 5 minutes, including quarter past/quarter to the hour and draw hands on a clock face to show these times.
- Know the number of minutes in an hour and hours in a day.
- Recognise, find and name fractions in a shape, length, object or quantity.
- Recognise equivalent fractions.
- Write simple fractions

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.

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.



Year 2 Summer 1

Rugby to Arakkonam

RE

- Learn about people who inspire others to live well and explore how their teachings guide daily life.
- Learn why special books are important and consider what different people value most.

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

- use their voices expressively and creatively by singing songs and speaking chants and rhymes
- play tuned and untuned instruments musically
- listen with concentration and understanding to a range of high-quality live and recorded music
- experiment with, create, select and combine sounds using the inter-related dimensions of music.

Computing

- To create a rhythm pattern
- I can explain how my music can be played in different ways
- I can refine my musical pattern on a computer
- I can create my animal's rhythm on a computer
- I can review my work