Year 2 Half Term Learning grid Summer 2 'Awesome Animals'



English Year 2

Writing to inform - Information Text (My Very Important Animal Encyclopedia)

Write a simple, coherent non-chronological report to inform.

Use the present tense mostly consistently.

Demarcate most sentences using the correct punctuation taught so far (.,'?!)

Use adventurous vocabulary appropriate to the task (subject-specific vocabulary)

Use a range of conjunctions for coordination and subordination

Use a range of prepositions (behind, above, near, along).

Use commas to separate items in a list.

*Add suffixes to spell most words correctly in their writing. *Make simple additions and revisions by proof reading.

Spelling

Words where 'a' makes an /o/ sound Words where the /er/ and /or/ sounds are spelled 'or' and 'ar' Words where 'si' and 's' make a /zh/ sound

Reading

Four Main Operations: + - x ÷

WALT extract information from the text and discuss orally with reference to the text (VIPER: retrieval) *Vocabulary starters 3 days a week - strategies to decipher new or unfamiliar words and beginning to understand the effects of different words or phrases

Writing to entertain - Narrative (The Dragon Machine)

Write a simple, coherent narrative to entertain.

To write consistently in the past tense.

Demarcate most sentences using the correct punctuation taught so far (.,'?!)

Use adventurous vocabulary appropriate to the task.

Use a range of prepositions (behind, above, near, along).

Write sentences with different forms (exclamation, question marks, statements, commands).

Use apostrophes to mark singular possession in nouns

*Add suffixes to spell most words correctly in their writing. *Make simple additions and revisions by proof reading.

Spelling

Words ending in '-ment' and '-ness' Words ending in '-ful' and '-less'

Reading

WALT: we are learning to retell the key events of a story (VIPER: Sequence) WALT: make inferences based on limited information from the text (VIPER: inference) Vocabulary starters 3 days a week - strategies to decipher new or unfamiliar words and beginning to understand the effects of different words or phrases

Writing to entertain - Suspense sequence (Pigeon Impossible)

Write a simple, coherent suspense sequence to entertain.

To write consistently in the past tense.

Demarcate most sentences using the correct punctuation taught so far (.,'?!)

Use adventurous vocabulary appropriate to the task.

Use a range of prepositions (behind, above, near, along).

Use apostrophes to mark where letters are missing in spelling.

*Make simple additions and revisions by proof reading.

*Add suffixes to spell most words correctly in their writing.

Spelling

Words that are homophones/near homophones Words ending in '-tio

WALT: make predictions based on limited information from the text (VIPER: prediction) Vocabulary starters 3 days a week - strategies to decipher new or unfamiliar words and beginning to understand the effects of different words or phrases

Mathematics Year 2

In the context of money.

In the context of length.

In the context of mass.

Calculate fractions of a unit of measurement.

Problem solving using the above skills.

Mental Maths (half term)

Instant recall of doubles and halves.

Properties of Shape

Identify and describe the properties of 2D and 3D shapes.

Identify 2D shapes on the surface of 3D shapes.

Compare and sort common 2D and 3D shapes and everyday objects.

Problem solving using the above skills.

Position & Direction and Statistics

Order and arrange mathematical objects in patterns.

Use mathematical vocabulary to describe position, direction and movement.

Distinguish between rotation as a turn and in terms of right angles.

Interpret and construct simple pictograms, block charts and tallies.

Ask and answer questions about data.

Sort data into categories.

Science - Living things and their habitat

WALT identify and name a variety of plants and animals in their habitats, including microhabitats

WALT ask simple questions and recognise that they can be answered in different ways. WALT describe how animals obtain their food from plants and other animals, using the idea of

WALT observe using a microscope/hand lens.

a simpe food chain, and identify and name

different sources of food.

Computing - communication and creativity

Walt : collect, Organise and present our ideas as a quiz

Walt: collect, Organise and present our ideas as a fact file

Walt: collect, Organise, present our ideas as a mind map

Walt: collect, Organise, present our ideas as an e book

RE - People of God/Belonging

WALT express creatively my own views on belonging

WALT express creatively how Christians wear special clothes

WALT recognise why Christians wear special clothes

WALT discern the value of special clothes for Christians

DT - Healthy Eating

Design and make a healthy snack

WALT: recognise foods and their food

WALT: Identify the balance of food groups in a meal.

WALT: Identify an appropriate piece of equipment to prepare a given food.

WALT: Select balanced combinations of ingredients

WALT: Design based on a criteria WALT: Evaluate a dish on design criteria.

Music - Duration and Tempo

WALT: explore and respond to long and short sounds. Challenge: recognise a steady beat

WALT: explore fast and slow Challenge: respond to fast and slow

PE - Fundamentals of Movement, Dance

WALT: Perform dances using increasingly complex movement patterns.

WALT: Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities

PSHE - Physical Health

WALT understand how to keep our bodies healthy WALT understand how to keep our minds healthy

Essential Experience: Animal Visit