Year 2 Summer A 2019 Animals

	Week 1 23.4	Week 2 29.4	Week 3 6.5	Week 4 13.5	Week 5 20.5
Literacy	**The Twits** Reading comprehension Descriptive vocabulary Character portraits	**The Twits** Descriptive vocabulary Character portraits.	Reading SATs	Sorting information Non-chronological report owls	Whitehouse Farm Real life recount
Science	What do we mean by living/ non- living? What is an animal? What are the signs of life?	**Grouping** animals including humans by own criteria. Exploring variation in animals including humans.	Human variation. Comparing children in the class using photographs.	**Investigative work-** make simple comparisons, the older the child the larger the shoe size? The person with the largest leg jumps the furthest.	**Whitehouse Farm** The children will learn that animals have young and the young grow and change to become adults.
PHSE	Begin to understand the different relationships experienced by the individual with others including family.	Begin to know about the process of growing from young to old and how a person's needs change.	Friendship- know how to resolve conflicts and to know what makes a good friend. Know names of parts of the body including agreed names for sexual parts. Develop confidence to talk about body parts. Recognise threats to personal safety.	Recognise possible threats to personal safety- keeping secrets.	E- Safety Digital footstep
ART	Easter Monday	Look at and evaluate images of hedgehogs drawn by established artists. What medium has the artist used? How has the artist used light and shade? How has the artist created texture? Discuss line and shape. Create own line drawings.	Bank holiday	Discuss line drawings. Which show good examples of tone, shape, line, texture? Model using oil pastels to create the same image. Teach techniques for creating tones/ texture with pastels. Chn create image using pastels.	Discuss use of sculpture in art. Look at sculptural work by established artists. Model how to use clay to create an image of a hedgehog. Model how to create spikes with clay and how to create feature Apply finishing techniques to sculpture of hedgehog. Paint and evaluate.
ICT	Introduction to computing and algorithms. Sandwich-bot activity: Instruct the sandwich-bot to make a sandwich. Discuss need for agreed language and the need to refine instructions.	Introduce lightbot on Ipads and the Hour of Code. Introduce commands and "explore" the program.	Explore the program further. Discuss how we can record the algorithms used using tiles	Explore the program further. Chn record the algorithms used, check and refine where necessary.	E- Safety Digital footstep
PE	Learn how to throw and catch accurately. Striking and fielding	Learn how to throw and catch on the move using space.	Small sided team games to score points. Use space to outwit.	Invasion games Ball skills attacking and defending a goal	
Music	Zootime-Step 1. Listen and Appraise Musical Activities Performance	Zootime-Step 2. Listen and Appraise Musical Activities Performance	Zootime -Step 3. Listen and Appraise Musical Activities Performance	Zootime-Step 4 Listen and Appraise Musical Activities Performance	Zootime-Step 5 Listen and Appraise Musical Activities Performance
	This year learn the big sing songs				