

## English



- Daily phonics and guided reading
- To use a comma to separate adjectives when describing a noun
- To write in the progressive present tense
- To use conjunctions 'when' and 'if' as openers at the start of a sentence
- To add the suffix -ly to change a word from an adjective to an adverb and use as a sentence opener
- To use an apostrophe to show singular possession

## Computing

- To create a computer program using an **algorithm**
- To design a program that follows a **timed sequence**
- To understand the importance of **testing** and **debugging**

## D & T

- To design, make and evaluate a bridge to carry the most cars

## Key Topic Vocabulary

mass, kilograms, algorithm, test, debug, materials, suitability, squash, bend, twist, stretch plastic, metal, paper, glass, rock, wood compass directions, near, far, left, right, map, key money, pounds, pence, bank, save, earn, past, present, change, Tudor, Georgian, Victorian firebreak, thatched, goals, action

## Science

- To identify and compare the **suitability** of everyday **materials** for particular uses
- To find out how the shapes of solid objects can be changed by **squashing**, **bending**, **twisting** and **stretching**



## PSHE

- To learn about keeping my **money**



# London



## RE

- Big Question 5: What is our Goal?
- To understand why people have **goals**
- To explain how **actions** can help achieve a goal

## PE

- To link movements smoothly in gymnastics



## Mathematics



- To solve problems with addition, subtraction, multiplication and division
- To explain how you worked out a problem
- To solve missing number problems
- To measure the **mass** of objects in grams and **kilograms** using scales and units
- To use and understand mathematical language related to position, movement and direction
- To order and arrange patterns including rotations

## History/ Geography

- To learn how houses have **changed** since The Great Fire of London.
- To use simple **compass directions** and locational and directional language [for example, **near** and **far**; **left** and **right**], to describe the location of features and routes on a map;
- To devise a simple **map** with a **key**



## Music

- To compose music to illustrate a story.
- To identify how a piece of music depicts a season.



# Summer Term 1st half Year 2 Curriculum Leaflet