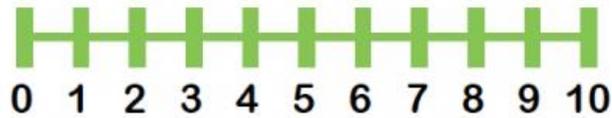


Homework

Create a piece of beach art. This can be a drawing, painting, collage or any other form you can think of!

Year 2 Summer 2 Curriculum Overview

Maths – Four Operations



We will be working hard on fluency. We will be adding and subtracting two 2-digit numbers up to 100. We will then be solving word problems.

Also this term we will revisit multiplication and division to ensure that we are ready for Year 3.

English

We will be reading *The Lighthouse Keeper's Lunch*. Once explored we will be writing our own narrative based on the story.

We will also be looking at postcard writing.

The children will look at a selection of books and poems relating to the seaside.

They will continue to work on their phonics daily. They will practice their handwriting daily.

Science

Material Properties – Uses of Materials

We will be learning:

- To identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, water, rock, paper and cardboard for particular uses.
- About how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching (applying a force).
- That some materials can be found naturally; others have to be made.

Music

Listening and know how music is used descriptively for a particular purpose.

Art Collage

Create images from a variety of media e.g. photocopies, material, fabric, crepe paper, magazines etc.

Arrange and glue materials to different backgrounds.

Sort and group materials for different purposes e.g. colour texture. Fold, crumple, tear and overlap papers.

Shape: create and arrange shapes appropriately.

Texture: create, select and use textured paper for an image.

Year 2



Buckets and Spades

History

- Recognising the distinction between present and past in their own and other people's lives
- Identifying some similarities and differences between ways of life in different periods

We will do this by looking at the Seaside environment now and in the past.