

Rockwell Green Primary School - Summer 2 - Curriculum Planning—Year 2

Initial Hook / Wow:
Transition Towns fruit walk



Experience / Opportunity:
Trip to Puxton Park



Audience / Purpose / Product:
Create a Shaun the Sheep puppet for a puppet show

English:

Theme:
We will be linking English with our topic on Farms

- Writing Outcomes:
- Diary entry based on a trip
 - Fiction film unit based on the story of *Shaun The Sheep*
 - Poems about farms

Key grammar focus:
Read and spell the year 2 common exception words
Use plurals and suffixes
Join sentences with a variety of conjunctions including 'because, but, when, if, or, and, so'
Use a wide range of vocabulary to entertain the reader
Consistently use punctuation correctly including capital letters, full stops, commas, question marks and exclamation marks
Begin to vary how sentences start to create flow
Use the present and past tense correctly
Edit by re-reading what we have written and checking it for sense
Increase speed and stamina of writing
Begin to join letters using the diagonal and horizontal joins

Vocabulary:

Farming	Evergreen
Agriculture	Deciduous
Produce	Sew
Livestock	Join
Machinery	Design
Similar	Pan
Different	Close-up

Music:

- Following Charanga unit: Reflect, rewind and replay
- listen to and appraise the various features of a range of musical styles.
- Explore the structure of musical pieces in terms of pulse, rhythm, volume and pitch

Plants:

- Describe what a healthy plant needs to thrive
- Observe a plant growing from seed and bulb
- Name a variety of common plants and trees
- Name the parts of a plant and their functions
- Classify plants based on different features
- Recognise the parts of a plant we can eat

Computing and Technology:

- Coding
- To understand what an algorithm is
 - To create a computer program using an algorithm
 - To use the timer and collision detection to create a code
 - To understand and debug simple programs

Maths:

- Time
- compare and sequence intervals of time
 - tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times
 - know the number of minutes in an hour and the number of hours in a day.

Length and Height

- Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels
- Compare and order lengths, mass, volume/capacity and record the results using >, < and =

Position and direction

- order and arrange combinations of mathematical objects in patterns and sequences
- use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise).

Religious Education:

Following the AMV Somerset scheme, we will continue to learn about Christianity this term including what Christians believe about love. We will explore Jesus's parables and how he shared his messages.

RSHE:

SCARF unit— Growing and changing

Physical Education:

Athletics with MP
Agility and static balance using realPE

Farms

Why is farming important?



School Value: Trust

Geography

- Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features
- Devise a simple map; and use the construct basic symbols in a key
- Use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment
- Use basic geographical vocabulary to refer to key physical features, including beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather

DT

- Design an appealing and functional puppet, talking through and communicating ideas
- Select form and use a range of tools and materials to make a puppet
- Evaluate existing products
- Evaluate their own designs and suggest ways to improve them