

# Rockwell Green Primary School - Summer 1 - Curriculum Planning—Year 2

## Initial Hook / Wow:

Museum of Somerset castle workshop



## Experience / Opportunity:

Tea party to celebrate the Kings' coronation



## Audience / Purpose / Product:

Make a castle themed game

## English:

### Theme:

We will be linking English with our topic on castles

### Writing Outcomes:

- Instructional game based around a castle theme
- Fiction based on the story of *Billy and The Dragon* by Nadia Shireen

### 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:

Castle	Motte and bailey
Moat	Waterproof
Defence	Dissolve
Stone	Rigid
Drawbridge	portcullis
Knight	Scraffito
Battlements	Turrets

### Music:

- Following Charanga unit: Friendship song as well as other Freestyle units
- 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

### Everyday materials:

- Investigate how and why materials change shape when squashed
- Set up a simple investigation to explore the stretchiness of fabrics and how shapes can change when they are stretched
- Use simple equipment to explore the rigidity of materials
- Answer the question 'which paper is the strongest?' using simple equipment to set up an investigation
- Identify and compare the suitability of everyday materials for a particular use – creating the strongest structure

### Computing and Technology:

Using purple mash apps to learn how to present ideas in different ways by:

- making quizzes
- Creating a fact file
- Making a presentation

## Castles

What can castles tell us?



School Value: **Justice**

### History:

- To develop an awareness of the past and why castles were important
- To identify similarities and differences between ways of life in different period
- To explore a significant historical event (The coronation of King Charles III)

### Art

- To practise oil pastel techniques
- To learn about the work of Paul Klee and emulate a Castle and Sun picture
- To work with clay to create a gargoyle model

### Maths:

#### Fractions

- Recognise, find, name and write fractions  $1/2$ ,  $1/3$ ,  $1/4$ ,  $2/4$  and  $3/4$  of a length, shape, set of objects or quantity.
- Write simple fractions for example,  $1/2$  of 6 = 3 and recognise the equivalence of  $2/4$  and  $1/2$ .

#### Money

- Recognise and use the symbols for £ and p
- Find different combinations of coins that equal the same amount
- Solve practical problems using money

#### Shape

- Name and describe the properties of 2D and 3D shapes
- Compare shapes by saying what is the same and what is different

### 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.

### PSHE:

SCARF unit— Being My Best. Keeping healthy and clean and knowing basic first aid.

### Physical Education:

Real PE Creative—coordination with a ball and counter balancing