

# Termly Curriculum Overview –Year 2 Summer Term



## English

As authors we will:

- Discuss how information in a book is related and sequenced (Hunting Lodge - now)
- Look at the different structures of non-fiction books
- Write/discover information on Kings and Queens
- Recount a trip to the Hunting Lodge (plan, write and edit writing)
- Write poetry about birds that are seen in the local area
- Describe how/where people/events studied fit within a chronological framework, comparing different ways of life.

## Science

As scientists we will:

- Investigate the basic needs of animals including humans - in our local area
- Discuss the eating habits/exercise routines of people in our area and its importance

## Mathematics

As mathematicians we will:

- Become aware of past time (words, phrases, passing of time).
- Explore maths in our local area (e.g. shapes).
- Recognise significant people on coins and notes and solve problems involving money.
- Use shapes and repeating patterns to design a crown for a new monarch.

## Geography

As geographers we will:

- Use basic geographical vocabulary to refer to the physical features of our local area
- Investigate aerial photographs and maps of Chingford and complete fieldwork and observations of our school and the Hunting Lodge.

## History

### Kings and Queens Significant British Monarchs (curriculum enrichment visit to Queen Elizabeth's Hunting Lodge).

As historians we will develop our understanding of the chronology of various significant British kings and queens and be able to place some in the correct order.

We will recall some key facts about the different monarchs studied in this unit and make comparisons between the lives of Elizabeth I and Queen Victoria.

## Computing

As computer technicians we will:

- Debug simple programs using logical reasoning to predict the actions instructed by the code
- Understand that programs execute by using precise and unambiguous instructions

## DT

As designers we will:

- Design and make 'Our fabric faces' after discussing ourselves and our local area

## Art

As artists we will:

- study and give preferences when looking at Tudor house designs.
- Experiment with tools and use a variety of techniques to create a Tudor house and a Tudor item (e.g. rose) using fabric

## PE

As participants we will study:

- Dance
- Gymnastics
- Games
- Athletics

## Music

As musicians we will study music related to the following themes:

- Weather
- Pattern (insects found around the Hunting Lodge)
- Water