Year group: 2 Term: Summer

Focus Subject: Geography



Key Vocabulary: climate, season, rainforest, habitat, sustainability, sound, vibration, pitch, volume, habitat, environment, life cycle, water, oxygen, carbon dioxide, ancient civilization, timeline, compare, discovery,

BIG Question: Why is the Rainforest important?

Enable Support

Prepare

Nurture





Practise at Home:

Homework topic grid

Timetables Rockstars

Look out for local news articles about the weather

Cultural Capital/Trips/Local Area and Opportunities for Outdoor Learning:

their ideas, experiences and imagination.

2/the-great-kapok-tree#

• to use drawing, painting and sculpture to develop and share

• to develop a wide range of art and design techniques in

English: As readers and writers, we will:

Write persuasive text

Write information text

History: As historians, we will:

No history in this topic

https://www.teachingsparks.com/resources/lower-key-stage-

• Study the Great KapoK Tree book

learn persuasive techniques

Visit the Eden project

DT: As designers, we will:

using colour, pattern

Relationships and Health Education:

- That being made in His image means being called to be loved and to love other
- To know what a community is, and that God calls us to live in community with one another;
- A scripture illustrating the importance of living in community as a consequence of this;
- Jesus' teaching on who is my neighbour.
- That we have a duty of care for others and for the world we live in (charity work, recycling etc.);
- About what harms and what improves the world in which we live.

RE: as theologians, we will:

- Retell the story of the Resurrection of Jesus and the coming of the Holy Spirit.
- Some children will be able to describe ways in which Christians spread the word of the Good News of Jesus in their lives.
- Describe some aspects of the Sacrament of Reconciliation and how Christians try to practise Jesus' commandment of love, peace and reconciliation.
- Find out about God's treasures in our world and how we can look after it.

Art: As artists, we will:

- use a range of materials creatively to design and make products
- use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.
- develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space

As Musicians, we will:

- Know that music has a steady pulse, like a heartbeat.
- know that we can create rhythms from words, our names, favourite food, colours and animals.
- Learn that rhythms are different from the steady pulse.
- add high and low sounds, pitch, when we sing and perform

Science: As scientists, we will:

Living things and their habitats: identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other; identify and name a variety of plants and animals in their habitats, including micro-habitats (based on Rain forest habitats)

PE: As athletes, we will:

- Learn athletics skills
- Learn striking and fielding skills



Maths: As mathematicians, we will

- Compare lengths and heights
- Measure lengths (1)
- Measure lengths (2)
- Measure length (cm)
- Measure length (m)
- Compare lengths Order lengths
 Four operations with lengths
- Describe position (1)
- Describe position (2)
- Describe movement
- Describe turns
- Describe movement and turns making patterns with shapes

and turns Computing: As programmers, we will

- Begin to understand what the term data means and how data can be collected in the form of a tally chart.
 - Learn the term 'attribute' and use this to help organise data.
 - Progress onto presenting data in the form of pictograms and finally block diagrams.

Geography: As geographers, we will:

- Use basic geographical vocabulary to refer to: key human features, village, tribe
- Use world maps, atlases and globes to identify countries, continents and oceans
- Use simple compass directions (North, South, East and West) and locational and directional language