



Year 2 Summer 1 Fire! Fire!

ENGLISH

The Great Phoenix of London by Lindsay Galvin

- Build on writing skills from this year to develop stamina.
- Explore writing for different purposes: diaries, reports & stories.
- Continue with the Little Wandle Spelling Programme.
- Writing with letter joins *a b c*

PSHE

Relationships

- Safe relationships
- Problem-solving different scenarios

MUSIC

Friendship Song

- Listen and appraise
- Play instruments (glockenspiels, xylophones)
- Improvise, compose and perform

SCIENCE

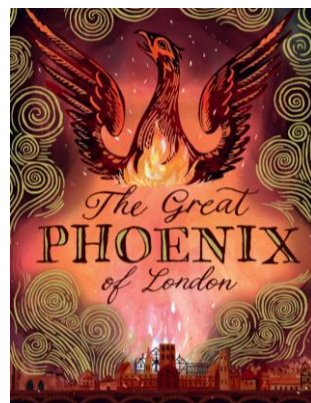
Materials

- Identify, classify and group materials
- Describe material properties
- Explore the suitability of different materials for different uses

HISTORY

The Great Fire of London

- Understand how and when the fire started
- Find out why the fire spread so quickly
- Find out about Samuel Pepys and his diary



COMPUTING

Programming: Quizzes

- Use Scratch Jr
- Identify parts of a sequence
- Predict outcomes of sequences
- Create own sequences
- Evaluate and debug sequences

MATHS

Recapping the four operations

- Addition, subtraction, multiplication and division
 - Using manipulatives and pictorial representations
 - Using efficient written methods
 - Applying knowledge to problems
- ### Problem Solving
- Different contexts e.g. measures, money
 - Choosing efficient methods
 - Problems with more than one step
 - Problems involving the four operations

RE

Why do Christians call Jesus 'Saviour'?

- Retell stories of those who met Jesus
- Respond to the idea of 'rescue'

Art

Painting

- Explore paintings of the Great Fire of London
- Consider the use of colour, texture, shape and form

DT

Making Houses

- Investigate different types of homes through history
- Explore different joining techniques
- Make a home from cardboard/paper incorporating Tudor house features
- Evaluate

PE

Athletics

- Run with agility and confidence including for distance
- Jumping – distance
- Throwing in different ways
- Hurdle an obstacle

Geography

Map Skills

- Use locational language to describe the location of features and routes on a map
- Devise simple maps and create a key using symbols