



Year 2  
Summer 2  
**Across  
the Sea!**

ENGLISH

**Zeraffa Giraffa**

- Continue to build on writing skills from earlier in the year
- Develop understanding of writing for different purposes.

Spelling

- Suffixes (ment, full, less, ly)
- Common Exception Words

PSHE

Changing Me

- Life Cycles including how humans grow and change
- Names for body parts

SCIENCE

Materials: Pt 2

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

Reflect, Rewind and Replay

- Listen and appraise
- Composition and rhythm
- Perform songs from across the year

HISTORY

How has travel changed over time?

- How did people travel before trains and planes?
- What are the major changes of transport through time?
- How is transport different today?



PE

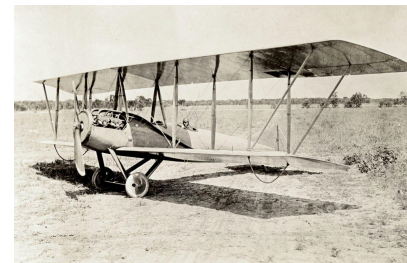
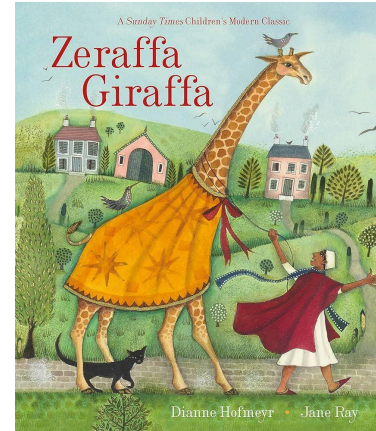
Athletics: Pt 2

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

GEOGRAPHY

Map Skills

- Plotting the journey of Zeraffa Giraffa
- Exploring and developing map skills – orientating the map.
- Using maps to help understand journeys from the past.



COMPUTING

Programming: Quizzes

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

MATHS

Problem Solving

- Different contexts e.g. measures, money
- Choosing efficient methods
- Problems with more than one step
- Problems involving the four operations

Time

- Identifying an hour, half past and quarter past on a clock.
- Telling to the time to within 5 minutes
- Solving time problems

RE

Is giving better than receiving?

- How do we 'give' and 'receive'?
- What do you receive by giving?
- Giving and receiving for different religious and non-religious people?
- Does giving or receiving make you more happy?

Art & Dt

- Creating vehicles using axels.
- Tinga Tinga Art

VISITS & EXPERIENCES

- Brooklands Museum
- Fire Engine
- Building a mode of transport