



Year Two

Curriculum Information for Parents

Summer 2023

Innovation



In Summer Term, pupils in Year Two will learn all about the great innovator, Walt Disney. Inspired by his work, they will design, make and evaluate their own fairground, using art, design and geography skills.

Writing

Knowledge and Key Skills:

Spelling

- I can spell longer words using suffixes such as 'ment', 'ness', 'ful', 'less', 'ly'.

Handwriting

- I can proof-read to check for errors in spelling, grammar and punctuation.

Sentence Structure

- I can use subordination and co-ordination.
- I can say how the grammatical patterns in a sentence indicate its function.

Text Structure

- I consistently use the present tense and past tense correctly.
- I can use the progressive forms of verbs in the present and past tense.

Punctuation

- I can use apostrophes to show where letters are missing and to mark singular possession in nouns.

Science

Knowledge and Key Skills:

- I can ask simple scientific questions and I recognise my questions can be answered in different ways.
- I can use simple equipment to make observations.
- I can carry out simple tests.
- I know the basic life cycle of a plant: processes of reproduction and growth.
- I can observe and record, with some accuracy, the growth of a variety of plants as they change over time from seed or bulb.
- I can observe similar plants at different stages of growth.
- I can set up a comparative test to show that plants need light and water to stay healthy.
- I can find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.
- I can find out about people who have developed useful materials.
- I can compare the uses of materials.
- I can complete simple tests to observe, identify and classify the uses of materials and I can record my observations.

Activity Ideas:

- Monitor the growth of the plants in our school grounds and the vegetables in our allotment area.
- Carry out simple investigations to find out which materials are the best insulators.

Reading

Knowledge and Key Skills:

Word Reading

- I can decode automatically and fluently.
- I can read and comment on unusual correspondence between grapheme and phoneme.

Comprehension

- I can discuss the sequence of events in books and how they relate to each other.
- I can read for meaning and check that the text makes sense.
- I go back and re-read when it does not make sense.
- I can find recurring language in stories and poems.
- I can recite some poems by heart, with appropriate intonation.

Mathematics

Knowledge and Key Skills:

Fractions

- I recognise, find, name and write fractions $1/3$, $1/4$, $2/4$ and $3/4$ of a length, shape, set of objects or quantity.
- I can write simple fractions and recognise the equivalence of $2/4$, $1/2$.

Measurement

- I can tell and write the time to five minutes, including quarter to/past and draw the hands on a clock face to show these times.
- I can compare and sequence intervals of time.
- I know the number of minutes in an hour.
- I know the number of hours in a day.

Statistics

- I can interpret and construct simple pictograms.
- I can interpret and construct tally charts.
- I can interpret and construct block diagrams.
- I can interpret and construct simple tables.
- I can ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity.
- I can ask and answer questions about totalling and comparing data.

Position and Direction

- I can order and arrange combinations of mathematical objects in patterns and sequences.
- I can use mathematical vocabulary to describe position, direction and movement (including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise)).

Design and Technology

Knowledge and Key Skills:

- I can generate, develop, model and communicate my ideas through talking, drawing, templates, mock-ups and, where appropriate, via computing.
- I can select and use a range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing).

Activity Ideas:

- Design, make and evaluate a moving structure inspired by a fairground ferris wheel.

Geography

Knowledge and Key Skills:

Place Knowledge

- I can say what I like and do not like about the place I live in.
- I can say what I like and do not like about a different place.
- I can describe some of the features of an island.

Human and Physical Knowledge

- I can explain the facilities that a village, town and city may need and give reasons.

Geographical Skills and Fieldwork

- I can create a map of the school using symbols and a map key.
- I can use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment.

Activity Ideas:

- Carry out fieldwork within our local area, to learn more about where we live.

Art and Design

Knowledge and Key Skills:

- I can create a printed piece of art by pressing, rolling, rubbing and stamping.
- I can suggest how artists have used colour, pattern and shape.

Activity Ideas:

- Create a printed piece of art, inspired by the painting, 'Electric Prisms' by Sonia Delaunay.

Religious Education

Knowledge and Key Skills:

- I can retell some stories within Christianity, Buddhism and Islam.
- I can use some religious words.
- I can express my views and give simple reasons in response to my learning about the beliefs, teachings and practises in Christianity, Buddhism and Islam.

Activity Ideas:

- Explore stories to learn more about the religion of Buddhism.

Personal Development

School values: D-R-E-A-M-S

'M' is for Motivation

Instilling motivation in children to reach their goals or to accomplish something. Setting a whole school goal.

'M' is for Manners

Citizenship: promoting courteous and considerate behaviour. Behaviour and rules during play time.

S is for Special

British Values: exploring what makes Lumley Infants and the North East special.

S is for Successful

Celebrating end of year achievements: personal, academic and sporting.

Computing

Knowledge and Key Skills:

- I can use a range of instructions (e.g. direction, angles, turns).
- I can test and amend a set of instructions.
- I can find errors and amend (debug).
- I can write a simple program and test it.
- I can predict what the outcome of a simple program will be (logical reasoning).
- I understand that algorithms are used on digital devices.
- I understand that programs require precise instructions.

Activity Ideas:

- Program a 'rugged robot' to go on a journey.

History

Knowledge and Key Skills:

- I can research the life of a famous person from the past using different sources of evidence e.g. Queen Victoria, Christopher Columbus, Neil Armstrong.
- I can research events nationally and globally which took place beyond living memory with greater independence (e.g. the Great Fire of London, first aeroplane flight).
- I can plot the significant events in a person's life in chronological order.

Activity Ideas:

- Research the life, work and impact of Walt Disney.
- Celebrate Heritage Week, with a focus on our local mining history.

Music

Knowledge and Key Skills:

- I can order sounds to create a beginning, middle and an end.
- I can use symbols to represent sounds.
- I can make connections between notations and musical sounds.

Activity Ideas:

- Explore dynamics, timbre, tempo and motifs through space themed music.
- Explore 'British songs and sounds' by appraising traditional fairground music.

Physical Education

Knowledge and Key Skills:

- I can play co-operatively and competitively with a team.
- I can use space well and I can be a competent mover.
- I can control and make decisions when playing with balls of various sizes and shapes.
- I can adapt activities using my own ideas of how to make the game easier/harder/more enjoyable by using STEP.
- I can make up simple rules with others to make the game enjoyable and challenging.
- I understand simple tactics to outwit a partner/small team.
- I can change my intended action in response to my opponent.
- I have determination to practise to improve my own skills.
- I can recognise what I can do well.
- I can recognise how I feel when I find activities easy/difficult or when I win/lose.

Activity Ideas:

- Engage in striking & fielding and net & wall games.
- Take part in a range of activities as part of Sports Week.