

Year 2 Summer Term Curriculum Map

MATHS

Time – O clock, half past, quarter past, quarter to

Position and Direction – Rotating clockwise and anti-clockwise

Volume and Capacity – Reading and comparing scales

Key Vocabulary – Rotate, Volume, capacity, rotate, clockwise

ENGLISH

A variety of foci surrounding our Topic – The Great Fire of London

Samuel Pepys' diary

Toby and The Great Fire of London (fiction)

The Great Fire of London, poem by Paul Perro

MUSIC

All the musical learning and activities will be focused around the themes: How does teach us about looking after our planet?

Key Vocabulary - beat, rhythm, melody, untuned percussion, (musical) structure, (musical) layers, loud (forte), quiet (piano)

HISTORY

The Great Fire of London

- Timeline of events
- Looking at sources that inform us of our history
- Comparison of London 1666 to now

Key Vocabulary – City, capital, parliament, River Thames, Mayor, King, wattle and daub, flammable, bakery, cathedral, gunpowder, cart, leather, hook

SCIENCE

Plants

- Observe and describe how seeds and bulbs grow into a mature plant
- Find out and describe how plants need water, light and a suitable temperature
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Animals Including Humans

- Say how an animal will change as it grows.
- Explain how an animal gets air, food and water.
- Say what is healthy about their diet and how they could improve their diet
- Exercise and hygiene

PSHE/RE

RE- What happens in a church, synagogue or mosque, saying what they think about these questions, giving good reasons for their ideas

PSHE

- Describe ways to keep our bodies healthy
- Reflect on behaviour and know how to make good behaviour choices
- Define what bullying is and what to do if we see it
- Have trusted adults

GEOGRAPHY

- Using atlases and globes to find places in the UK
- To look at physical features of cities, villages and towns
- Differences between villages, cities and countries

Key Vocabulary – city, village, Leicester, London, Birstall

ICT

Making music- Creating a beat

Introduction to quizzes- Coding and designing commands

Key Vocabulary – Code, outcome, design, algorithm

PE

- **Run jump and throw-** participate in competitions and develop agility.
- **Attack Defend and Shoot-**apply agility, balance and co-ordination to team games

Key Vocabulary – Forwards, backwards, stamina, control, defend, attack, tactics, fluency, pitch, compete