

MAIN DRIVER – Geography

Understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom, and of a small area in a contrasting non-European country. Use simple compass directions (North, South, East and West) and locational and directional language [for example, near and far; left and right], to describe the location of features and routes on a map

Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key

LITERACY W

Write sentences by: saying out loud what they are going to write about composing a sentence orally before writing it sequencing sentences to form short narratives re-reading what they have written to check that it makes sense discuss what they have written with the teacher or other pupils read aloud their writing clearly enough to be heard by their peers and the teacher. Leaving spaces between words joining words and joining clauses using and beginning to punctuate sentences using a capital letter and a full stop, question mark or exclamation mark using a capital letter for names of people, places, the days of the week, and the personal pronoun 'I'



NUMERACY

Time – Recognise, tell and write the times: o'clock; half past and quarter past and are beginning to recognise quarter to the hour; draw hands on a clock face to show half past and o'clock times. **Measuring** – Distance travelled, scale on maps, and height of rainforest. **Directions** – use mathematical vocabulary to describe position, direction (e.g. left and right) and movement including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter and half turns **Addition & Subtraction, Multiplication & Division** – solve problems with one or two computational steps using addition, subtraction, multiplication and division and a combination of these.

Short burst writing to include diary entries, letter in a bottle and newspaper article.

WOW

Week 1

Visit and Elmer workshop at Seven Stories

Week 4 – T4W Narrative - story from another culture, Chn to write their version of 'Pattan's Pumpkin'.

P.E. Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities

Summer 2 WOW –

Visit to Sunderland Winter Gardens Rainforest.

Science/History (when not the main driver) Science – 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. Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food. Observe and describe how seeds and bulbs grow into mature plants. Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy **History** – events beyond living memory that are significant nationally or globally. The lives of significant individuals in the past who have contributed to national and international achievements.

Legacy

Summer 1 – Decorate our own 'be more Elmer' stones and leave them in Wallsend Park.

Summer 2 - Visit to Sunderland Winter gardens rainforest, to make a presentation about endangered animals.

T4W – Instructions
'How to save an Elephant' – based on Elmer and the flood.

Poster - how to save the rainforests

Letter – Persuasive letter to help endangered animals in the rainforest

T4W – class write own instruction 'How to save an endangered animal'

PSCHE/RE Using the story look at helping each other/selfishness. Story of Noah and the Ark/flood

CREATIVE

D&T – Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics **ART** – to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work. **Music** – Play tuned and untuned instruments musically Listen with concentration and understanding to a range of high-quality live and recorded music

Experiment with create select and

Computing

Recognise common uses of information technology beyond school. Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns.

SPAG

Revise Year 2 punctuation and grammar.

CEW spellings

Summer Term 2019 – Year 2

NC Objectives

Under the canopy with Elmer

Question: 'Can Elmer live under the canopy?'

