

## Year 2 Imaginative learning project = Engage, Develop, Innovate, Express – Beach Combers!

<p style="text-align: center;"><b>English</b></p> <p><b>Reading</b></p> <ul style="list-style-type: none"> <li>• Be introduced to non-fiction books that are structured in different ways. Draw on what they already know or on background information and vocabulary provided by the teacher</li> </ul> <p><b>Writing</b></p> <ul style="list-style-type: none"> <li>• Plan or say out loud what they are going to write about. Use adjectives and adverbs to add interest to writing. Use suitable spacing between words. Plan, re-read and evaluate their own writing. Begin to join letters and use capital letters correctly.</li> </ul> <p><b>Grammar</b></p> <ul style="list-style-type: none"> <li>• Use past and present tenses correctly. Use sentences with different forms: statement, question, exclamation, command. Use full stops and capital letters correctly and begin to use exclamation marks, question marks and commas for lists</li> </ul> <p><b>Spoken language</b></p> <ul style="list-style-type: none"> <li>• Give well-structured descriptions, explanations and narratives for different purposes, including for expressing feelings</li> </ul>	<p style="text-align: center;"><b>Art and Design</b></p> <ul style="list-style-type: none"> <li>• Develop a wide range of art and design techniques in using colour, Pattern, texture, line shape, form and space</li> <li>• Use a range of material creatively to design and make products</li> </ul>	<p style="text-align: center;"><b>History</b></p> <ul style="list-style-type: none"> <li>• Learn about the lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods</li> </ul>
<p style="text-align: center;"><b>Mathematics</b></p> <p><b>Geometry- properties of shape</b> Identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line. Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces. Identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid.] Compare and sort common 2-D and 3-D shapes and everyday objects.</p> <p><b>Number – fractions</b> Recognise, find, name and write fractions <math>\frac{1}{3}</math>, <math>\frac{1}{4}</math>, <math>\frac{2}{4}</math> and <math>\frac{3}{4}</math> of a length, shape, set of objects or quantity. Write simple fractions for example, <math>\frac{12}{6} = 2</math> and recognise the equivalence of <math>\frac{2}{4}</math> and <math>\frac{1}{2}</math>.</p>	<p style="text-align: center;"><b>Design and Technology</b></p> <ul style="list-style-type: none"> <li>• Explore and use mechanism (e.g. levers, sliders, wheel and axles), in their products</li> <li>• Select from and use a range of tools and equipment to perform practical tasks (e.g. cutting, shaping, joining and finishing)</li> <li>• Build structures, exploring how they can be made stronger, stiffer and more stable</li> <li>• Evaluate their ideas and products against design criteria</li> </ul>	<p style="text-align: center;"><b>Geography</b></p> <ul style="list-style-type: none"> <li>• Name, locate and identify characteristics of the four countries and capital cities of the UK and its surrounding seas using world maps, atlases and globes</li> <li>• 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</li> <li>• Use simple fieldwork and observational skills to study the geography of their school and its grounds</li> <li>• Use simple compass directions and directional language to describe features and map routes</li> </ul>

<p><b>Phonics and Spelling</b></p> <ul style="list-style-type: none"> <li>gn, st,-ey, eigh, -ea, -aigh,</li> <li>Adding -ed, -ing, -er, -est, -y in words that double their consonant Eg. Patting, dropped, saddest</li> </ul>	<p><b>Computing</b></p> <ul style="list-style-type: none"> <li>Use logical reasoning to predict the behaviour of simple programs</li> <li>Use technology purposefully to create, organise and store, manipulate and retrieve digital content</li> </ul>	<p><b>Physical Education</b></p> <ul style="list-style-type: none"> <li>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</li> <li>Participate in team games, developing simple tactics for attacking and defending</li> </ul>	<p><b>Science</b></p> <ul style="list-style-type: none"> <li>Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, rock, paper and cardboard for particular uses</li> <li>Find out how the shapes of solid objects made from some material can be changed by squashing, bending, twisting and stretching</li> </ul>	<p><b>Jigsaw &amp; Religious Education</b> <b>(Surrey Agreed Syllabus)</b></p> <ul style="list-style-type: none"> <li>To identify some ways in which my friend is different from me</li> <li>To understand that sometimes people make assumptions about boys and girls</li> <li>To understand that bullying is sometimes about difference</li> <li>To recognise right and wrong and how to look after myself</li> <li>To know some ways how to make new friends</li> <li>Know what improves and harms their local, natural and built environments and about some of the ways people look after them</li> </ul>
<p><b>Music</b></p> <ul style="list-style-type: none"> <li>To compose own piece of music using a rhythm grid</li> <li>To learn the notes A, B and G. To understand pulse and rhythm</li> </ul>				

**Home Learning: Make your own pirate chest. What treasures will you put in it?**