

Maths

2D Shapes - 2D shapes and their different properties. Pupils learn how to draw shapes, make patterns with shapes and turn shapes using familiar language.

Pupils from identify sides, vertices and lines of symmetry. They make figures using blocks, sort basic shapes using different criteria before drawing shapes using square grids and dot grids. Finally, pupils make and describe patterns in addition to moving and turning shapes.

3D Shapes - In a similar manner, pupils will be recognising, describing and grouping 3D shapes, forming structures with them and making patterns using 3D shapes.

Fractions - Pupils review previously learnt concepts and extend to find fractions of whole numbers / quantities. Pupils make equal parts, focusing on making halves, quarters and thirds. Then they name fractions of the same denominations. They then move on to comparing and ordering fractions and counting wholes and parts. Pupils learn to count in halves, quarters and thirds, finishing the unit by finding parts of a set and part of a quantity.

Year 2 Summer Term 1

PSHE

Healthy and Safer Lifestyles (Personal Safety):

To recognise that all children have the right to feel safe at home and at school.

To be able to recognise Early Warning Signs which tell me that I don't feel safe.

To know who I could talk with if I have a worry or need to ask for help and be able to name the adults in my Safety Circle.

To know when and how to phone 999 and what to do if I am lost.

To know that some body parts are private, my body belongs to me and to be able to say 'No' to unwanted touch. (Refer to what is inside your pants as being private - do not name sexual body parts).

To know which sort of secrets are safe or unsafe and that I should talk to someone from my Safety Circle if I am worried about a secret. To know that I should talk to someone from my Safety Circle if something worries or upsets me when I am online.

Computing



Year 2
Coding

Key Learning

- To create a computer program using an algorithm.
- To understand ways that the collision detection event can be used in a program.
- To design a program that follows a timed sequence.
- To understand that different objects have different attributes (properties).
- To understand the function of button objects in a program.
- To understand the importance of testing and debugging.

Key Resources



2Code

Religious Education (RE)

How should we care for each other? Why does it matter?

Children will learn about how and why we help each other. They will also learn about those who help us and how religious beliefs, religious teachings and believing in God, guides people to help and care for others.

Physical Education

Athletics – Pupils will develop skills required in athletic activities such as running at different speeds, jumping and throwing. Pupils will engage in performing skills and measuring performance, competing to improve on their own score and against others. They are given opportunities to work collaboratively as well as independently. They learn how to improve by identifying areas of strength as well as areas to develop.

Net Wall Games - The object of these games is to hit the ball over the net and into the court space or against a wall to make it difficult for a partner to return. Examples include tennis, badminton, volleyball, squash. In this unit, pupils develop their understanding of attacking and defending principles in net games such as using a ready position to defend their court and placement of a ball into space. They use and develop skills such as throwing, catching, tracking and hitting a ball. They learn how to score points in these types of games and how to play to the rules. They work independently, with a partner and in a small group and begin to self-manage their own games, showing respect and kindness towards their teammates and opponents.

MFL

Term	German	English
Summer	Montag	Monday
	Dienstag	Tuesday
	Mittwoch	Wednesday
	Donnerstag	Thursday
	Freitag	Friday
	Samstag	Saturday
	Sonntag	Sunday

