

Literacy

Rosie Revere, Engineer by Andrea Beaty

This is a three-week topic. The sequence of learning begins with children enrolling in Rosie Revere's Engineering Academy and receiving an engineering challenge to design a new bridge for their local area. They will look at the different wacky inventions in the book and write guides to explain how they could operate, as well as posters to advertise them. Children will also write a school report for Rosie, describing her character and explaining why she is a great role model.

A Walk in London by Salvatore Rubbino

Children read the book *A Walk in London* and create a local version of 'A Walk in Wavertree' using two styles of writing, recount and information. Initially, they will focus on the recount. All of this will be a response to a letter received from a local councillor asking the children if they can come up with a better guidebook, or new guidebook for the place in mind. Finally, they will publish their outcomes and present to one another in the class.

Science

Growing up

Butterfly diary

Wildlife

What does wildlife do for us?

What can we do for wildlife?

Bulbs and seeds

Recording our findings of our bulbs and seeds experiment.

Numeracy

Statistics-looking at pictograms and tally charts and learning how to understand data. Position and direction-right/left, full, half turns, clockwise and anti-clockwise. Consolidation of previous learning.

History

The Neolithic Age

This follows on from the previous topic about the Stone Age. Children will learn how humans evolved from hunter gatherers to farmers, and how they farmed. They will find out how they built houses and how they created fire.

Computing

Programming Quizzes

This unit focuses on developing learners' understanding of computer programming. It highlights that algorithms are a set of clear, precise, and ordered instructions, and that a computer program is the implementation of an algorithm on a digital device. The unit also introduces reading 'code' to predict what a program will do. Children will engage in aspects of program design, including outlining the project task and creating algorithms.

Curriculum Web

Year 2 Summer 2

P.E.

REAL P.E. Scheme-balancing and agility skills. We will focus on agility through ball chasing skills and static balance through floorwork.

Music

Exploring improvisation-how does music teach us about looking after our planet? This unit sets out sequences of learning around a song in key musical areas which, over time, all contribute towards the steadily increasing development of musicianship: Listening, Singing, Playing, Improvising, Composing and Performing.

Religious Education

Other faiths

We will finish off looking at other faiths from last half term.

What happened at Ascension and Pentecost?

During this topic the children will discover why Ascension is a special celebration of the Church year, what happened at Pentecost and why it is often called the birthday of the Church and how does it feel when we say goodbye.

PSHE

No way through isn't true. Children will learn ways to persevere if they get stuck, find alternative solutions to problems and how to manage worry.