

As athletes, we will take part in:

- Ball skills- using a racket and balls
- Games to build understanding of attack and defence positions
- Dance- Water Theme
- Team building games to work on effective communication and collaborative strategies

As geographers, we will learn about:

'Australia'

- Where Australia is located on maps and the 7 continents of the world
- The climate, population diversity, cities and features of different parts of Australia
- Make comparisons between the UK and Australia

As historians, we will learn about:

'Explorers'

- The reasons people have chosen to explore new places over time
- The contributions important explorers have made to history and their impact on the world
- The role exploration has had on making new discoveries
- How travel has changed with technology

As learners of religion, we will study:

'Me, Families and Friends'

- How to begin to understand similarities and differences between people
- Considering why the feeling of belonging to something can be important
- Qualities and behaviours needed for different roles in life and what makes a good friend
- To investigate how Jesus and other character from the bible showed qualities of being good friends
- How Christian organisations continue Jesus' work

As artists, we will:

- Investigate the work of Kandinsky, the colour wheel and colour mixing techniques
- Investigate weaving techniques, plan and create a woven design

Y2 Summer Term

Learning Overview

In Heartsmart, we will focus on:

Fake is a Mistake!

- Exploring our differences, understanding what makes us unique and special
- Recognise ways to see ourselves in a positive light

That we can make choices about our behaviour and actions, how this links to manners

No Way Through Isn't True!

- Recognising and describing situations where we may feel 'stuck'
- Finding ways to overcome challenges or difficulties
- Managing worries by imagining good things that could happen

As designers, we will design and make:

'A Pond Net'

- We will research various types of nets, their uses and how this impacts materials and construction
- Create a design and prototype for our product
- Practise joining items with gluing or stitching
- Make and evaluate our pond nets by testing them with a trip to the Dibbinsdale Nature Reserve

As computer scientists, we will learn about:

'Programming Quizzes'

- Recapping on ScratchJr from year one and how to programme given outcomes
- Use and change a design
- Design, create and evaluate a programme

'Creating Media: Digital Music'

- How music makes us feel and how it can be used
- Rhythms, patterns, notes and tempo
- How music can be used
- How to create, review and edit digital music

As scientists, we will learn about:

'Materials'

- Recognise and describe the properties of different materials using scientific vocabulary
- Identify and compare the suitability of different materials for different purposes
- Choose appropriate materials and design a product based on its purpose
- Make and test products to determine if the materials are suitable
- Investigate and compare different materials that can change shape by squashing, bending, twisting and stretching

As musicians, we will learn about:

- The Liverpool Philharmonic and its orchestra which we will then visit for a concert
- Explore musical techniques and storytelling through movement and appraisal skills
- Develop knowledge of key composers such as Camille Saint-Saens
- Combine sounds to make a story using classroom instruments
- Exploring duration through long and short notes and how these can be combined to make a rhythm
- Continue to learn to play songs on the recorder, individually and as part of a group