



Year: 2

Term: Summer 2

Whole School Theme: Tomorrow's World



How are humans affecting the oceans?

ART

Painting

- Create colour wheels - add white to colours to make tints and black to colours to make tones.
- Use thick and thin brushes to paint a seascape in the style of Edward Hopper artist study.

COMPUTING

Coding

- Algorithms

SCIENCE

- Identify and compare the suitability of a variety of everyday materials - choose a suitable material to make a boat.
- Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching. performing simple tests.
- Using their observations and ideas to suggest answers to questions.
- Look at the effects of global warming on the oceans – Ice investigation.

MATHS

- Positional language
- Investigating shape including finding lines of symmetry
- Multiplication and division
- Money
- Problem solving

MUSIC

Sing Sea Shanties

- Learn and perform sea shanties.

PE

- Athletics
- Sports Day



Coasts

Hook into Learning:

The seagulls have eaten our lunch – what can we do to stop them!?

Topic Finale:

Visit to Holland-on-Sea

Thursday 1st July 2021

GEOGRAPHY

- Ask and answer geographical questions to find out about coastal areas of the UK.
- Identify the key features of a location in order to say whether it is a city, town, village, coastal or rural area.
- Use aerial images and plan perspectives to recognise landmarks and basic physical features.
- Use basic geographical vocabulary to refer to the physical and human features of a place.

DESIGN AND TECHNOLOGY

Make glove puppets to re-tell the story The Lighthouse Keeper's Lunch

- Explore how products have been created.
- Shape textiles using templates.
- Join textiles using running stitch.
- Suggest and implement improvements to existing designs.

ENGLISH

The Lighthouse Keeper's Lunch

- Character descriptions
- Poetry – vocabulary building, alliteration, rhyming words.
- Recounts of real events – our trip to the beach.