

## Mathematics

- Sort objects in different ways, using different diagrams and explain how they were sorted
- Read scales marked in 5s and 10s
- Measure length, using a metre tape or a ruler, measure and draw lines to the nearest centimetre
- Use a measuring jug to measure a litre of water and to find out how much water other containers hold
- Measure weight in kilograms and half-kilograms
- Know that a metre is 100 centimetres long, a kilogram is 1000 grams and that a litre is 1000 millilitres
- Decide which calculations are needed to solve a two-step word problem
- Add and subtract two-digit numbers using practical equipment or written notes to help
- Quickly recall doubles and halves of numbers to 20, multiples of 2, 5 and 10 and single-digit addition and subtraction to and from a two-digit number
- Point out right angles in the classroom
- Know that there are 24 hours in a day
- Use arrays to help work out multiplication, know our 2x, 5x and 10x tables and work out divisions that go with the tables
- Work out the missing numbers in number sentences
- Find three quarters of a set of objects or of a shape
- Know that two quarters are the same as one half

## English

- Independently plan and write an adventure story
  - Write a recount using the appropriate features
  - Write a postcard
  - Use alphabetical order to make a glossary and write an explanation text
  - Write a persuasive and descriptive leaflet/ brochure
  - Write a play script
  - Use adjectives/similes to improve descriptions
  - Read, respond imaginatively, recommend and collect examples of humorous stories, extracts, poems; discuss meanings of words and phrases that create humour, and sound effects in poetry
- ### Vocabulary, Connectives, Openers and Punctuation
- Alternatives to 'said' and 'went', use of adverbs and alliteration
  - Speech marks for direct speech, question marks, exclamation marks and brackets (for additional information)
  - Coordinating conjunctions, subordinating conjunctions
  - Feelings 'ed' openers, verb 'ing' openers, simile openers, adverb 'ly' openers, three action sentences, drop-in clauses

## Science

- Observe and recognise some simple characteristics of animals and plants
- Recognise that the group of living things called animals includes humans
- Recognise that humans are similar to each other in some ways and different in others
- Explore human variation making observations and comparisons
- Understand that plants in the local environment are similar to each other in some ways and different in others
- Make observations and comparisons of local plants
- Raise questions about differences between themselves, test them and decide whether their predictions were correct

## P.E, Dance, Drama

- Learn country dances in preparation for the Kingston Country Dance Festival
- Understand and create balances and sequences of movements based on the 5 standard gymnastics shapes



## ICT

- Recognise that information can be represented as graphs but that this can only provide limited answers to questions
- Recognise that there are different types of questions which can be answered in different ways
- Understand that a database provides a means of storing information and can be searched
- Understand that a database can only provide questions if appropriate data has been entered
- Understand that some questions have only YES or NO answers and have to be phrased carefully

## Role Play

- Seaside Tourist Information Centre

## Educational Visits

- Chessington Zoo and Sealife Centre



## History and Geography

- Name and investigate places using geographical terms, maps and atlases
- Find out about the effects of weather on people and their surroundings
- Compare their own locality with a different locality
- Identify features of the seaside in the past and make comparisons with the seaside today
- Find out about holidays in the past from photos
- Distinguish between holidays in the recent and more distant past
- Sort information into categories that distinguish the present from the past



## Beside the Seaside SUMMER 2 2014 CURRICULUM MAP YEAR 2

## Design Technology and Music

- Understand that a winding mechanism has an axle that turns and a handle
- Consider techniques for making winding mechanisms using tools accurately and safely
- Assemble, join and combine materials to make a winding mechanism to create a toy
- Evaluate their toy against design criteria
- Performing songs and tunes focussing on sound and pitch

## RE and SEAL

- Understand what it means to be a leader and recognise when a leader is necessary
- Identify the 'leaders' in society
- Understand that Christians, Jews and Muslims each have a leader who is important to them and recognise what a prophet is
- Recall some religious teachings
- Discussing times of change and dealing with transition
- Recognising that change occurs in different ways to different people and link with moving to Year 3

