

English

Fiction – Poetry - We will explore a range of poetry, experiment with sound and pattern and compare poems. We will create, edit and evaluate stanzas using rhythm and rhyme, alliteration and other considered word choices.

In **Fable writing** we will use all aspects of creative writing learnt in Year 2 to produce a story which has a teaching message.

Non-Fiction - In **diary writing** we will use a range of adjectives, fronted adverbials, personification and metaphors to retell an event as well as continue practising the Year 2 punctuation correctly.

Art

We will use **clay** to create pots and textured tiles and practise joining techniques.

Science

Growing Up – The children will revisit animal groups, from previous learning, but focus this time on the life-cycle for each group. We will investigate patterns, similarities and differences.

Wildlife – We look at the relationship between us and wildlife and how to live in a responsible way, caring for our world and its creatures.

Maths

This term we learn about **fractions, statistics, time and position**. We will continue to practise addition, subtraction, multiplication and division.

PE

Dance, gymnastics and athletics

Year 2 Summer Term 2025

PSHE

Being My Best - the children discuss ways to achieve their best and how to help others achieve their best.

Growing and Changing – we explore how we are growing and changing and how we can prepare for the year ahead.

History

In history we will be looking at the impact **WW1** had on people at home as well as the role of animals in the war.

RE

We are looking at **faith stories** from different religions - their meanings, hidden messages and teachings, as well as reflecting about what they like and how they feel about different stories.

Design and Technology

Looking at **mechanisms** with axles and wheels we design and build a moving structure to fulfil a design brief given.

Geography

Using maps and atlases we locate **Kampong Ayer**. We compare this location with where we live by investigating their physical and human characteristics.

Computing

We will explore how **digital music** can make us think and feel. Using percussion instruments and digital tools we'll create different rhythms and tunes, using the movement of animals for inspiration.

Programming quizzes – using blocks of code in ScratchJr to create their own quiz.

Music

The children will be taught by our new specialist music teacher Mrs Cresswell.