

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.

Plants – Bulbs and Seeds – we take a closer look.

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 2026

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 will look at Judaism and ask 'Why the Torah brings such joy to the Jewish community?' We then look at Christianity focusing on the Gospel and explore what the 'Good News' is that Jesus brings.

Design and Technology

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

Geography

We ask 'What is it like to live by the coast?' This unit sees the children locating and naming seas and oceans, recording human and physical features found by the coast and plotting data and representing findings.

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 develop an understanding of 'structure' by exploring and ordering rhythm. They will go on to explore 'pitch' using tuned percussion and read simple symbols to represent pitch.