

# Torriano Year 2 Summer 1 Curriculum Leaflet



## **HUMANITIES: Geography - Geographical thinking, skills and knowledge:**

UK and Jamaica Islands Comparative Geographical Study - enquiry into the similarities and differences, weather comparison, physical geography comparison of mountains, cities (Kingston and London) and beaches.



## **ENGLISH:**

Key texts: Grandad's Island by Benji Davies (fiction), Nanny of the Maroons in Good Night Stories for Rebel Girls (biography), The Story Thief by Graham Carter (picture fiction)

Outcomes: setting description (to describe), biography (to inform), story thief fictional narrative (to entertain).



## **MATHS:**

Mastering Number: Use knowledge of composition of numbers within 10 to calculate within 20 and reason about equations and equalities.

Fractions: Identify equal and unequal parts. Find half of a number. Find  $\frac{1}{2}$  or  $\frac{1}{4}$  of a number or an object. Recognise the equivalence of  $\frac{2}{4}$  and  $\frac{1}{2}$ .

Time: Compare and sequence intervals of time. Tell and write the time of 5 minutes. Know the number of minutes in an hour and hours in a day.

Position and Direction: Order and arrange combinations of objects in patterns and sequences. Describe turns using right angles for  $\frac{1}{4}$  turn.

## **SCIENCE: Living things and their Habitats**

Explore and compare the differences between things that are living, dead, and things that have never been alive. Describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other. Identify and name a variety of plants and animals in their habitats, including microhabitats. Simple food chains - identify and name different sources of food.



**COMPUTING: Programming Quizzes** Learners begin to understand that sequences of commands have an outcome and make predictions based on their learning. They use and modify designs to create their own quiz questions in ScratchJr and realise these designs in ScratchJr using blocks of code.

**PHYSICAL EDUCATION:** Hands, Feet, Dribble - Object control – developing coordination and control. Participate in team games developing simple tactics for attacking and defending. Aim, Hit, Retrieve - Master running, jumping, throwing catching, as well as agility, balance and coordination. Engage in competitive and cooperative games.

**RE:** Concept- specialness and special places. Judaism.

**PSHE:** Relationships: qualities of a good friend, introduce the concept of male and female and gender stereotypes, differences between males and females. Staying safe: PANTS rule, right to say 'no.' Science Growth and Development: to know the correct names for body parts, including reproductive/sex parts.

**ART & DESIGN and DESIGN TECHNOLOGY: Key artist:** Carl Linneaus **Key skills:** Drawing skills using pencil and colour (pastels). Use a variety of tools for drawing, learn sketching skills - pressing lightly before drawing in detail, start to fill the page and space. Produce pictures of plants using drawing in different tools.

**FOOD TECHNOLOGY:** Jamaican cooking workshop. Give examples of foods that grow in different seasons in the UK and talk about why.

**MUSIC:** Singing Skills- learning songs with a focus on accurate singing, which includes round and 2-part harmonies.