
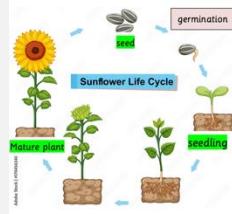


# Scotton Lingerfield Primary School YEAR 2 Curriculum Map – Summer 1 2024

<b>English</b>		<b>Maths</b>		<b>PSHE</b>		<b>Science</b>			
<p><b>As writers we will:</b>                  Write to entertain – Narrative.                  Use expanded noun phrases to describe and specify.                  Use commas to separate items in a list.                  Extend our sentences using the coordinating conjunctions ‘and’, ‘but’ and ‘or’ and the subordinating conjunctions ‘because’, ‘so’, ‘when’, ‘if’ and ‘that’.                  Use apostrophes for the possessive singular.                  Use the present and past tense correctly and consistently, including the progressive form.                  Demonstrate the punctuation taught in Key Stage 1 correctly (capital letters, full stops, question marks, exclamation marks, commas and apostrophes).</p> <p><b>In spellings we will:</b>                  Focus on Year 2 common exception words.                  Add suffixes ‘ment’, ‘ness’, ‘less’, ‘ly’ and ‘full’ to words</p> <p><b>As readers we will:</b>                  Build our reading fluency with our word reading.                  Retrieve information from a text.</p>		 <p><b>As mathematicians we will:</b>                  Add and subtract within 100 by applying related one-digit addition and subtraction facts.                  Add and subtract any 2 two-digit numbers                  Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value.                  Find different combinations of coins that equal the same amount of money.                  Solve problems, involving addition and subtraction of money, including change.</p>		<p><b>As citizens we will:</b>                  Learn about where money comes from and that people get paid to do a job.                  Describe different ways to pay for goods and services and there are different ways to pay with money (cash, debit card or online payment)                  Learn that it is important to keep money safe and we can look after what we have.                  Learn about things that affect the choices people make about what to spend their money on.</p>		<p><b>As scientists we will:</b>                  Grow beans and observe changes over time.                  Investigate the conditions seeds need to grow.                  Identify the needs of plants. Plants require things to grow, such as water, soil, light and warmth. If they do not have one or more of these things they may stop growing and die.                  Describe the life cycle of flowering plants, including sunflowers and beans.</p> 			
<b>PE</b>		<b>DT</b>		<b>Art</b>		<b>History</b>		<b>Geography</b>	
<p><b>As sports people we will:</b>                  Criteria Run with agility and confidence.                  Run for speed and distance.                  Learn the best jumping techniques for distance e.g. standing long jump.                  Throw different objects in a variety of ways.                  Complete and obstacle course with control and agility, combining running and jumping.</p>		<p><b>As designer technologists we will:</b>                  Join fabrics together using pins, staples or glue.                  Design a puppet and use a template.                  Join two puppets’ faces together as one.                  Decorate a puppet to match the design.</p>		<p><b>As artists we will:</b>                  N/A</p>		<p><b>As historians we will:</b>                  Create a personal timeline by ordering three events correctly on a simple timeline.                  Talk about three holiday memories and place one holiday memory on a timeline.                  Describe what photographs tell us about holidays in the past.                  Identify similarities and differences between holidays in the past and now.                  Find answers to simple questions about the past.                  Identify features of holidays in the past.                  Describe what holidays in the past were like and compare them to now.</p>		<p><b>As geographers we will:</b>                  N/A</p>	
<b>Music</b>		<b>Languages</b>		<b>Computing</b>		<b>RE</b>			
<p><b>As musicians we will:</b>                  Make plausible descriptions of the music.                  Identify a few instruments and the sounds of different sections of the orchestra.                  Explain what is happening in the music using language relating to emotion.                  Create a piece of music with some appropriate tempo, dynamic and timbre changes.                  Suggest appropriate musical timbres for each of the characters and tempo changes for the actions.                  Perform confidently using appropriate instrumental sounds.</p>		<p><b>As linguists we will:</b>                  N/A</p>		<p><b>As technicians we will:</b>                  Represent animal-themed data in different ways, using objects and technology.                  Log in and use mouse and keyboard skills to navigate the computer.                  Represent the same data as a pictogram and a table or chart.                  Collect data about minibeasts using a tally chart and represent their data digitally.                  Click and drag objects to sort data using a branching database.</p>		<p><b>As theologians we will:</b>                  Think about belonging.                  Learn about how religious people show they belong to their faith community.                  Learn about ways babies are welcomed in religions and the promises made at weddings.                  Think about our own network of belonging and how we all belong to someone.</p>			