English

In English, we will:

- Read Victorian House Maid and My LIfe as a Goldfish;
- Continue to build our reading fluency and comprehension;
- Design a poster using different sentence forms;
- Write a question and answer poem or riddle using what we have read.



Maths

In maths, we will be learning to:

- Explore different calculation strategies;
- Apply addition and subtraction strategies to solve equations;
- Illustrate and explain addition and subtraction using column method;
- Use multiplication and division facts for the three and four times tables.

Science

Our science topic is **Animals including Humans**. We will be learning to:

- Extend our learning about offspring which grow into adults;
- Describe the importance for humans of exercise, eating the right amounts of different types of food and the importance of hygiene;
- Plan an enquiry to explore the effect of exercise on the body and record our results.

History

Our history topic is **The Victorians**. We will be learning:

- About Queen Victoria's life and reign;
- What the Industrial Revolution was;
- About the developments in health, transport and for children during the Victorian era;
- About the Great Exhibition of 1851.



new wave **Curriculum Information** Year 2 - Summer 2 federation Computing PF PSHE Art and Design Our Computing focus is Our PE topics are Hit, Catch, Run Our PSHE focus is Safety and the Our topic is **Be an Architect**. We and Send and Return. We will be: Programming Quizzes. We will be Changing Body. We will be will be learning: Practising catching a ball • learnina: learning about: How architects design • over increasing distances and That programs execute by Online safety: buildings and other • catching high balls; The difference between following precise and structures; Batting and fielding; • secrets and surprises: To use digital tools to inspire unambiguous instructions; To be able to hit a moving ball • Privacy and the correct • To use logical reasoning to • our work: and sending a ball from vocabulary for body parts; predict the behaviour of To use our imagination to Safe and unsafe touches: different positions; • make architectural models simple programs; Staying safe on and near Playing simple hitting games • To use technology and designs. roads: against an opponent. purposefully to create, Staying safe with medicines. • PE days can be found on organise, store, manipulate vour child's class and retrieve digital content. timetable.