

Year 2 Summer Term

Driver Project

Memorable Experience



Study portraits of British monarchs and practise making poses as if royalty. Take photos of one another and create your own royal portrait by superimposing your head on to a royally-dressed body.

History

This project teaches children about the English and British monarchy from AD 871 to the present day. Using timelines, information about royal palaces, portraits and other historical sources, they build up an understanding of the monarchs and then research six of the most significant sovereigns.

Geography

Significant places – locating royal residences around the UK and exploring who lived there and what they were used for.

Innovate Challenge

Magnificent Monarchs board game. Looking at how board games are laid out and practising playing them following rules; create own monarchs board game using facts we have learnt.

Class Texts

'Queen Victoria's Bathing Machine' - Gloria Whelan.

'The Paper Bag Princess' - Robert Munsch.

Writing

Adventure story based on 'A Mouse called Julian', Joe Todd-Stanton. Write own version with different animals and a different setting.

'First Book of the Sea' by Nicola Davies. Use inspiration from different poems to

write own poem about the sea/coastline.

'Lord of the Forest' by Nicola Davies. Write own story based on the pattern of the

text.

Maths

Teaching for Mastery using White Rose Maths supported by NCETM PD spines.

Statistics

Number: Fractions

Geometry: Position and Direction

Measurement: Time

Companion Projects



'Animal Survival' - exploring different habitats of invertebrates and invertebrate groups and what animals need for survival. Focusing on human impact on habitats; studying the lifecycles of amphibians, birds, invertebrates, mammals and reptiles. Working scientifically – identifying and classifying habitats and observing changes over time of insects on the school field.



'Portraits and Poses' - Portraiture; studying royal portraits and the reasoning behind different poses. Sketching; following instructions to sketch a face step by step, sketch King Charles's face.



'Cut, Stitch and Join' - Everyday fabric products; significant designer - Cath Kidston; sewing patterns; running stitch; adding embellishments; designing and making a bag tag.



Uses of Materials - This project teaches children about the uses of everyday materials and how materials' properties make them suitable or unsuitable for specific purposes. They begin to explore how materials can be changed.

Physical Education

Following the PE Pro programme. Fundamental Movement Skills, Striking & Fielding, Athletics, Multi-Sports (2).

Music



Following the Charanga Musical School primary curriculum programme. All learning is focused around one song: Friendship song

Computing

Following the Teach Computing curriculum: Creating Media - making music using Garage Band Programming - an introduction to quizzes.

Personal, social, health Being my Best and

SCARF:

economic education **Growing and Changing**

Religion and Worldviews

Who are Muslims and how do they live? (Part 2) What makes some places scared to believers?