

Summer Term 2 (June/ July 2017)

Week commencing	SPaG	Numeracy
5 th June	<p>TO REVISE THE YEAR'S WORK IN SPaG</p> <p>To use capital letters, full stops, question marks and exclamation marks to demarcate sentences, including in the use of Proper Nouns.</p> <p>Selecting correct punctuation to end a sentence. (!...?.)</p> <p>To use apostrophes to mark where letters are missing in spelling and to mark singular possession in nouns.</p>	Identify 2D and 3D shapes from pictures of them in different positions and orientations; sort, make and describe shapes, referring to their properties. Recognise and use whole, half and quarter turns, both clockwise and anticlockwise.
12 th June	<p>To use commas to separate items in a list</p> <p>To revise the suffixes to word learned in Year 2- ing, ed, ness, less, ly,</p>	Estimate, compare and measure lengths, weights and capacities, choosing and using standard units (m, cm, kg, litre) and suitable measuring instruments. IN PARTICULAR CAPACITY.
19 th June		Order two-digit numbers and position them on a number line; use the greater than > and less than < signs. Estimate a number of objects; round two-digit numbers to the nearest 10
26 th June		Use units of time (seconds, minutes, hours, days) and know the relationships between them; read the time to the quarter hour.
3 rd July		Find one half, one quarter and three quarters of shapes and sets of objects Present solutions to puzzles and problems in an organised way.
10 th July		Solve problems involving addition, subtraction, multiplication or division in contexts of numbers, measures or pounds and pence
17 th July	Revision of all term's work	

Year 2

This term we will looking at LOTS of different SMART PEOPLE and thinking how they are smart in different ways!

<u>Week commencing</u>	<u>Science</u>	<u>Geography/ History</u>	<u>Art/ D&T</u>	<u>ICT</u>	<u>PE</u>	<u>RE and PSHE</u>	<u>Music</u>
5 th June (Safety smart)	Finish off vehicles. Make electrical circuit work on it. Electricity safe.	Look at life cycle and food chains	Finish off rainforest buggies.	<p>Making a Word Document called All About Me! Using word for Changing font size and colour. Inserting images. Saving and opening a document. Programming floor robots.</p> <p>Dance- Graduation Dancing! Games- Kwik Cricket and short tennis with Qualitas</p>		<p>Changes- understanding the feelings associated with it and how to deal with them.</p> <p>Jigsaw-changing me</p> <p>Memories of Brimington Manor!</p>	<p>Sounds Interesting- exploring different sounds.</p>
12 th June (Rainforest smart eco)	Growing plants in the right habitats	A recap of where the rainforests of the world are	Finish off rainforest buggies and race them.				
19 th June Smart Inventor (Isambard Kingdom Brunel)	Make own bridge using various building materials.	Making a timeline with all Brunel's inventions on it.	Use art straws to replicate famous structures around world.				
26 th June (Science Week)	Different exciting and fun experiments!	Important scientific discoveries through the years.	Make a papier mache exploding volcano!				
3 rd July Smart Pirates (Jack Sparrow)	How can we make the dull coins like shiny new treasure?!	Examine pirate treasure maps and co-ordinates.	Make a 3D pirate ship.				
10 th July Smart Brimington Manor Pupils (you!)	Looking back at time at school, how have we grown? What has changed?	Local area study. Look at what's near our school and what we would improve for next year's Year 2's.	Collect items all term to make a collage page of this is your life at Brimington Manor.				
17 th July Smart Brimington Manor Pupils and Headteacher!	Continuing to think about our time here at Brimington Manor and help Mrs Fretwell enjoy her last week at school!						