



St Anthony Class

St Mary's Catholic Primary Academy Curriculum Overview

Pentecost 2

Year 2



Religious Education

Dialogue and Encounter



Pupils learn about how people in other faiths celebrate and show their beliefs, developing respect for different traditions.



RSHE: Created to live in community

- Religious understanding
- Living in the wider world

Science: Living Things and their habitats
We will:

- Be able to identify things that are living, things that are dead and things that have never been alive.
- Be able to look at suitable habitats for living things.
- Explore food chains

PE

Wednesdays: Athletics

(Outdoor)

Fridays: Net and Wall (Indoor)



Read, Write, Inc (Phonics)

Reading fluency and comprehension skills using VIPERS questions:

Vocabulary	Infer
Predictions	Explanation
Retrieval	Sequencing

English

Whole Class Reading text: Matilda



We will be focusing on key grammar features, including:

- Subordinating conjunctions
- Co-ordinating conjunctions
- Present tense
- Past tense
- Question marks

Geography: Beside the seaside

Children will know:

- Locate coastal resorts on a UK map.
- The four main points on a compass and describe where the coastal resorts are located from Grantham.
- Some physical features found on a coastal resort.
- Some human features found on a coastal resort.
- To compare similarities and differences of physical and human features found on a coastal resort to Grantham.

Maths



- **Statistics:**
 - Making tally charts
 - Drawing and interpreting pictograms
 - Interpreting block diagrams and tables
- **Position and direction (geometry):**
 - Language of position
 - Describing movements
 - Describing turns
 - Describing shape patterns with turns

DT: Mechanisms

In DT we will learn how to:

- Explain a mechanism and give examples
- Identify the mechanisms of wheels, axis and chassis, what they look like and how they work
- To design and create a moving monster with learnt mechanisms
- To evaluate independent designs

Music: Summer Sun

Pupils will:

Perform together, following instructions that combine the musical elements.
Composing.



Computing

Creating Media: Programming quizzes

Children will know how to –

- Use Scratch Jr to design a program
- Use and change a program design
- Designing and creating a program
- Evaluating



