

## PSED

Be a Bucket Filler and focus on the Steveley values of Resilience, Compassion, Respect and Friendship at home.

## Trips and Visits/Special Events

Stay at home – Stay safe!

## Muddy Mondays

Our Muddy Monday sessions will mainly link with our Science, Geography and Art work. We will take part in 30 Days Wild run by the Wildlife Trust.

## Literacy

Strive to read at least 5 times a week. This could be a story, novel, poem or online reading books. Enjoy listening to stories read by others. We will answer questions about texts using our VIPERS skills. We shall write stories, poems, reports, instructions and postcards based on our topic of Land Ahoy. We will continue to learn and practise our common exception word spelling as well as other spelling rules such as adding ing and ed, adding other suffixes, and homophones. We will use co-ordination (e.g. or/and/but) and some subordination (e.g. when/if/that/because) to join clauses. We shall practise our handwriting, taking care with the sizes of letters and using joins when we can.

## RE Taught as a discrete session

The children will learn what it means to belong to Christianity and about some special times and celebrations. Work will follow the Cumbrian Agreed Syllabus.

## Land Ahoy – Journeys

### Class Two

Summer 2<sup>nd</sup> Half 2020

## Art and Design and Technology

To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination. Design, make and evaluate a range of products based on design criteria using a range of tools and equipment. Build structures, exploring how they can be made stronger and explore and use mechanisms in their products.

## Mathematics

We shall be studying position and direction, money, 2D and 3D shapes and measure (length, mass, volume, capacity, temperature and time).

## Computing

We will use the internet safely and responsibly. We will use IT to research our topic and play games to consolidate our learning in maths and English. Understand what algorithms are; how they are implemented as [programs on digital devices; and that programs execute by following precise and unambiguous instructions. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs.

## Geography

**Locational knowledge;** name and locate the world's seven continents and five oceans; name, locate and identify characteristics of the four countries and capital cities of the UK and its surrounding seas.

**Geographical skills and fieldwork;** Use world maps, atlases and globes to identify the UK and its countries, as well as the countries, continents and oceans studied at KS1; use simple compass directions (N,S,E,W) and locational and directional language to describe the location of features and routes on a map.

## Science

**Plants;** identify and name a variety of common wild and garden plants, including deciduous and evergreen trees;

**Animals, including humans;**

Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense; notice that animals, including humans, have offspring which grow into adults; find out about and describe the basic needs of animals, including humans, for survival (water, food and air); describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene.

**Material;** investigate floating and sinking.

## History

Events beyond living memory that are significant nationally or globally. The lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods.

We are going to find out about some famous explorers and their journeys, e.g. Neil Armstrong and Christopher Columbus.

## Music

Have a go on the Charanga Cumbria Music Service website and practise for the Big Sing. Mrs Neal will send you login details.

## Physical Education

Take part in some daily exercise. Have a walk or a bike ride, play in your garden.

**Homework** All of this!!!