Music

In music , we will enjoy learning some new songs together, taking time to notice the pulse and rhythm of the music before progressing to play along with instruments.

P.E

We will continue to cover our PE curriculum with lessons delivered by school staff as well as regular qualified coaches. There will be a focus on **ball skills** while continuing to build resilience in team games and independent challenges.

Adults in Amber Class

Teacher—Mr Autie

Learning Support Assistants—Mrs Cornell and Miss Jones

Nurture support—Mrs Salter

Please remind children that all staff in school should be treated with **kindness and respect** at all times.

Amber Essentials

Having the following in school ensures your child has the best opportunity for a calm, happy and successful day.

- A named coat and suitable footwear for outside learning
- A named water bottle (no squash/juice) and healthy snacks
- Reading book in school every day
- PE kit to be worn on PE day

How should we remember Mary Seacole?

This Summer term, Amber class become historians studying Mary Seacole and what she achieved— focusing on why we should remember her

Summer Term Curriculum Information
Amber Class
Year 2—Mr Autie

This term, Amber Class will use the topic of Mary Seacole to meet the year 2 National Curriculum objectives.

Writing

Our writing will cover a range of genres, beginning with letters to our local MP as part of Environment Week. We will then create narratives based on our class text of *Look Up!* Before becoming journalists and writing a newspaper report about rainforests. We will finish our year by creating beautiful poetry using *The Great Kapok Tree* as inspiration.

Reading

Children will continue to take part in daily Read Write Inc. phonics sessions—mastering key sounds that are the building blocks to a lifelong love for reading. As children complete the scheme they will move on to daily reading comprehension lessons using VIPERS questioning. See attached leaflet for more information.

Daily reading at home will accelerate progress across the curriculum

Home Learning Expectations

- Daily reading logged on Boom Reader —RWI weekly/book bag book

- Spellings—Daily column completed ready for Friday

- Times table Rockstars—daily practise of assigned tables

- Accompanying maths unit booklet

Art and Design Technology

We will link our art with our history topic—looking at the work of **Olumide Egunlae** and learning about primary and secondary colours

This sequence of learning will see children create their own masks inspired by **Olumide Egunlae**

PSHE and R.E

In PSHE we will continue to learn about staying safe online as well as considering big feelings we may have. We will also be learning all about dental hygiene

In RE we will complete unit 2 of Islam—deepening our understanding of this fascinating global religion. We will also consider the importance of places of worship within the community.

Mathematics

Fractions

We will begin by consolidating our learning on parts and wholes before moving on to halves, quarters and thirds

Time

We will learn about half past, quarter past, quarter to and telling the time past and to the hour

Statistics

We will learn to make tally charts, block -charts and diagrams as well as drawing and interpreting pictograms

Position and Direction

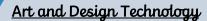We will learn the language of position, describing movement and turns

Science

Plants

We will observe and describe how bulbs and seeds grow into mature plants as well as learning how plants need water, light and a suitable temperature to grow and stay healthy. We will do this through a mixture of class-based learning and outdoor, practical experiments.

History and Geography

In history, we will learn about Mary Seacole - considering how we should remember her, sequencing the important events in her life and deciding what her greatest achievement was

In geography, we will be comparing our local area to The Gambia in Africa—looking at the human and physical geography of both locations.

Computing

We will use a range of apps and programs to create block code in order to create a range of interactive activities.

We will look at different sorts of input and how the way we input information impacts the outcome.