

Literacy

Genre Focus: Descriptive writing / Story writing / poetry

Main learning objectives:

Grammar: I can write exclamations using !

- I can write descriptive sentences
- I can create a story map
- I can create a twist to a story
- I can retell a story with a twist
- I can write a descriptive poem

Context/hooks/reasons to write:

- superhero display
- Writing their own version of Supertato

Numeracy

Focus areas: Problem solving / Measures / Fractions

Main learning objectives:

- I can solve addition problems using objects and representations.
- I can solve subtraction problems using objects and representations.
- I can solve problems involving quantities and measures.
- I can solve multiplication problems using repeated addition.
- I can solve multiplication problems using arrays.
- I can solve multiplication problems using objects.
- I can solve multiplication problems using mental methods.
- I can solve division problems using repeated addition.
- I can solve division problems using arrays.
- I can solve division problems using objects.
- I can identify standard units of measurement.
- I can estimate length / height using standard measures (m/cm).
- I can use appropriate equipment to measure length / height to the nearest unit.
- I can compare and order length recording my results using <> and =
- I can compare and order height recording my results using <> and =
- I can recognise, find, name and write fractions for 1/2, 1/4, 2/4 and 3/4 of a length, set of objects, shape or quantity.
- I can identify and write simple fractions.

Science / STEAM- Life Processes.

Main learning objectives:

- I know that plants come from seeds or bulbs.
- I can identify what is a plant or not a plant.
- I can describe the basic conditions that plants need to survive.
- I know that living things grow and reproduce
- I can sort living things into groups and talk about my groups.
- I can observe and describe the differences between plants grown in the light and in the dark.
- I can suggest how to find out about what plants need in order to grow well
- I can make observations of plants and seeds
- I can say whether what happened was what I expected.
- I can describe observations using scientific vocabulary.
- I can suggest plausible reasons for differences in observations and results.

Year 2 MTP Summer 1 The Isle of Man

Key dates or events

- A Museum visit TBC
- TT week
-

Pupil voice:

- Showing an interest in Monarchy.
- Learning about our heritage



Art & DT

Main learning objectives:

- I describe the properties of the food ingredients: taste, smell, texture, and consistency.
- I weigh or measure my ingredients accurately.
- I prepare food safely and hygienically and can describe what this means.
- I have printed by pressing, rolling, rubbing and stamping.
- I have created a print in response to the work of an artist or designer.

Music

Main learning objectives:

- I order my sounds to help create an effect.
- I can create short musical patterns.
- I create a sequence of long and short sounds.
- I create short rhythmic phrases.
- I show control when playing musical instruments so that they sound, as they should.

PSHE: Jigsaw unit Celebrating Difference

Main learning objectives:

- I can accept that everyone is different
- I know how to help if someone is being bullied
- I can include others when working and playing
- I can try to solve problems
- I can give and receive compliments
- I can try to solve problems

ICT

Main learning objectives:

- To use a range of tools to edit images/objects: opacity, drop shadow, rotate, reflect, frame, etc.
- To fill shapes with images and mask images with different shapes.
- To resize objects, constraining proportions.
- To duplicate objects/images
- To search the web effectively for suitable images to use in their work.

PE - Key area (s):

Main learning objectives:

- I repeat and explore skills.
- I can combine movements keeping my balance and co-ordination
- I move with careful control, co-ordination and care.
- I can describe how my body feels during different activities, using parts of the body to describe the effects.
- I know how to exercise safely by looking for space, others' and by warming up properly.
- I can run short and longer distances.

Geography/History

Main learning objectives:

- I can draw labelled diagrams and write about them to tell others about people, objects or events from the past.
- I use time lines to place an event or a significant person.
- I use time lines to order events or objects.
- I can describe objects, people or events (From the time of)... (significant person or event)
- I can recount the main events from a significant event in history. (Giving some interesting details)
- I can write my date of birth.
- I can locate the Isle of Man on a map.

You can choose any of these home learning challenges and present them how you wish in your Learning Log.

There will be an opportunity to share your learning with your class each week.



Science / STEAM challenge

- Build a fairy bridge
- Grow a plant at home- in door or outdoor.
- Investigate different seeds that come from the foods you eat and keep a seed journal by drawing the different seeds and writing which fruit or vegetable they come from.
- Draw different plants in your garden or from around the island.
- Make a 3D junk model of an island icon such as the Laxey wheel, the 3 legs of Man, Castle Rushen or one of the boats.
- Create a model of the island.
- Design a boat that floats.
- Design a bridge to connect the island to England.

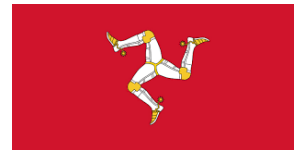
Topic

Check with an adult before using an iPad/computer:

- Can you find the fairy doors around the Isle of Man? e.g. Groudle Glen, Dhoon Glen (On Dhoon loop road), Archallagan plantation, Summer Hill Glen, The Fairy Bridge etc.
- Can you find the Hospice dolphins and wallabies around the island?
- Photograph one or more of the castles around the island.
- Take a photo of one of the iconic trains or trams around the island.
- Visit The Manx National Museum in Douglas.
- See what wildlife you can find around the island.
- Visit some of the other historic landmarks around the island and take a photo- talk to your family about these.

Art/D&T

- Make a 3D junk model of an island icon such as the Laxey wheel, the 3 legs of Man, Castle Rushen or one of the boats.
- Build a fairy bridge.
- Draw the flag.
- Draw a picture of a glen / the sea / the island / a landmark or something scenic on the island.
- Learn about a local artist.
- Create a model of the island.



Literacy

- Design and write about their own superhero.
- Design and write about their own bag guy.
- Write a poem about one of their characters.
- Orally tell a story about their characters.
- Write a story about their characters.
- Create a wanted poster for your bad guy.
- Annotate pictures they have drawn from things / places on the island.
- Write about any photos they have taken around the island.
- Keep a log of growth of a plant

Numeracy

- Work on addition problems at home through baking. Take a photo of you baking and measuring.
- Help to calculate totals and pay when you're at a shop.
- Work on your 2,5,10 and 3 times tables. Copy them out in your book and practise your speed of recall as an adult times you on recalling the answers and see if you can get faster and not need to use the chart to look at.
- Measure different items around your house.
- Line your family up from shortest to tallest.
- Share different food items evenly between your family and talk about the fraction.