

Literacy

Genre Focus: Descriptive writing / Story writing

Context/hooks/reasons to write:

Composition & Effect

- I can use descriptive phrases well.
- I can use a variety of action verbs.
- I can use simple adjectives (e.g. **great** time, **wild** garden).
- I can link my characters to the events and actions in my story.
- I can order my writing appropriately.

Sentence Structure & Punctuation

- I can join my ideas using simple connectives (Then she went home **and** she went to her bedroom).
- I can use full stops and capital letters correctly.
- I can use different kinds of punctuation with some accuracy (e.g. exclamation marks, question marks, commas in a list).
- I can use connectives to show chronological sequence. I can attempt to use different kinds of punctuation.
- I can explore dialogue.

Numeracy - Focus areas: Measures / Time / 3D shapes

Main learning objectives:

- I can measure, compare, add and subtract: mass (kg/g) and volume/capacity (l/ml).
- I can compare and order masses, capacities and temperatures and record results using <, > and =.
- I can recognise and use language relating to dates, including days of the week, weeks, months and years.
 - I can give the number of minutes in an hour and the number of hours in a day.
 - I can compare and sequence intervals of time.
 - I can tell and write the time to five minutes, including quarter past and quarter to the hour and draw hands on a clock face to show these times.
 - I can identify and describe 3D shapes including the number of edges, vertices and faces.

Science / STEAM- Working Scientifically.

Main learning objectives:

- I can suggest ideas and questions based on my previous knowledge.
- I can predict a result using my prior experience and knowledge.
- I can observe closely using simple equipment and appropriate senses.
- I can explain findings.
- I can say if the data matched the prediction.
- I can plan a fair test
- I can identify whether a test is controlled or uncontrolled.
- I can plan a fair test
- I can suggest how to answer a simple question.
- I can suggest ways to collect data to answer questions.

Year 2 MTP Summer 2 Ancient Egypt

Key dates or events

- Beach Day 28th June
- Tynwald Day
- Thank you assembly 10th July
- Prize Day 15th July

Pupil voice:

- Children voted on our topic this half term and chose Ancient Egypt.



Art & DT

Main learning objectives:

- I show patterns and textures in my drawings by adding dots and lines.
- I use pencils, pastels and charcoal in my drawings.
- 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 take part in singing songs, following the tune (melody) well.
- I use my voice to good effect.
- I perform with others', taking instructions from the leader.
- I make and control long and short sounds using voices and instruments
- I order my sounds to help create an effect.
- I can create short musical patterns.
- I show control when playing musical instruments so that they sound, as they should

PSHE: Jigsaw unit Changing me

Main learning objectives:

- Understand that everyone is unique and special.
- I can express how I feel as I grow older
- I can understand and respect the changes I see in myself and other people.
- I know who to talk to if I am worried about change.
- I can talk about upcoming change with excitement.
- -I can name the parts of my body

ICT

Main learning objectives:

- To use various forms of electronic communications appropriately to enhance and support their learning.
- To use a simple password.
- To save their work and drag it to their own folder in the 'cloud'.
- To understand why it is important to delete their work from the desktop of shared computers.
- To use pictures to represent data.
- To use bar charts to represent data.

PE - Key area (s):

Main learning objectives: Fundamental skills

- I can identify how a performance could be improved.
- I say what has gone well and why.
- 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 copy and remember actions, repeat and explore skills.
- I move with careful control, co-ordination and care.

Geography/History

Main learning objectives:

- I use words and phrases such as: recently, when my parents/carers were children, decades, and centuries.
- I can write my date of birth.
- I understand and use the words past and present when telling others about an event.
- I look at evidence to give and explain reasons why people in the past may have acted in the way they did.
- I use information I have found out about the past to describe the differences between then and now.
- I can recount the main events from a significant event in history. (Giving some interesting details)
- I use time lines to place an event or a significant person.

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



STEM ACTIVITIES WHILE STUDYING
ANCIENT EGYPT



Art/D&T

- Bake Kahk Cookies.
- Draw a Sphinx.
- Print and colour or draw the Egypt flag.
- Make 'mummy dogs'.
- Wrap a sibling or family member up in toilet paper as a mummy.
- Make a model of ancient Egypt.

Science / STEAM challenge

- .Make an apple mummy- conduct an experiment on mummification
- Construct a pyramid- choose the materials you want to use- lego / sticks / cubes / blocks / food. Up to you!
- Create an Ancient Egyptian shaduf (catapult)
- Follow the QR codes to find a variety of home STEAM challenges.



Literacy

- Make papyrus and write in hieroglyphics.
- Write a diary entry from the perspective of a significant historical figure from Ancient Egypt.
- Write your name in hieroglyphics.
- Make an annotated map of Ancient Egypt.
- Follow QR codes to find out more literacy based activities.
- Research and write about a god or goddess from Ancient Egypt.

Topic

- Check with an adult before using an iPad/computer:
- Play drop the handkerchief.
 - Egypt photo tour.
 - Learn about the pyramids- which king commissioned the red one? The biggest one?
 - Follow the QR codes to find some fun Ancient Egypt based activities.



Numeracy

- Create a 3D pyramid using toothpicks and marshmallows or gummies (QR Code).
- Follow the QR code to the Museum of Scotland Ancient Egypt Maths activities.
- Use the numbering system to make some number sentences.

EGYPTIAN NUMBER SYSTEM

	∩	∩	∩	∩	∩	∩	∩
1	10	100	1000	10000	100000	1000000	

∩∩∩∩∩

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ACTIVITY

