

SUMMER 2



Yellowhammers and Canaries News

Welcome Back! This term we will be..

We hope that you have had a wonderful half term break. So much nicer when the weather plays along too! Our topic for this term is Under the Sea and we have planned many exciting activities that are cross-curricular. We will be exploring many sea creatures!

As the weather is getting warmer, please ensure your child is wearing sun cream, has a sun hat, a reusable water bottle and coats for our English unpredictable weather. The children may also bring sun cream that they can apply themselves at lunch time if you wish. It is really important that children have a sun hat every day since they spend some time outdoors during lunchtime. Please ensure these things are also named. We look forward to working with you and if you have any questions, please do not hesitate to contact us.

General announcements will continue to be communicated via SeeSaw.

Owl Learning Values

Challenge
Collaboration
Independence
Managing Distractions

Optimism Pride

Perseverance



Rainbow Values

Forgiveness Love
Patience Honesty
Support Respect

upport Respect

Kindness & Joy Peace

Reminders

PΕ

Our PE days continue to be on Monday and Thursday. Please ensure that your child wears the correct uniform and please can we ask that children keep trainers at school as we do a lot of other physical activity during the week. We will continue to follow the Real PE scheme, learning core skills.

Reading

Please continue to listen to your child read at home and comment in the Reading Record. Our book change day will remain on a Monday. Lots of children have completed the Read Write Inc scheme and now the comprehension skills need to be developed. Our library day will remain on a Tuesday, please make sure your child brings back their library book to choose a new one.

Home learning

Home learning will be issued via SeeSaw. We will alternate between a Maths task one week and a Literacy task the following week.



Wear 2



SUMMER 2

	Numeracy	Literacy
Week 1	Time- Telling the time past and to the hour.	Non-Chronological Report- Sea Creatures
Week 2	Statistics- tally charts and tables.	Non-Chronological Report- Sea Creatures
Week 3	Statistics- Pictograms.	Setting Descriptions- The Enchanted Wood
Week 4	Position and direction	Setting Descriptions- The Enchanted Wood
Week 5	Position and direction	Setting Descriptions- The Enchanted Wood
Week 6	Recap four operations	Instructions- The Enchanted Wood
Week 7	Recap four operations	Instructions- The Enchanted Wood

Curriculum

Our topic this half term is...

History- We will be looking at seaside holidays and how they have changed since Victorian times.

DT- We will be designing and making sea creature finger puppets.

RE- We will be looking at the Muslim religion and thinking about special journeys.

PSHE- We will be looking at charities and fundraising.

ICT- Coding

Art- We will be creating aquariums using observational drawing.



Vear 2 SUMMER 2



- 1. Reading—Frequently and short sharp bursts. Three times a week at least and for 10—15 minutes. They do not need to finish the book every time. Just make a note in their read ing record to show where they go to and pick up from where they left off. We will only change books that have been read at home so please do write in the record book.
- 2. Questioning—Both in reading and in general day to day occurrences to build on their reasoning and inference. E.g. How do you think that made the character feel? Why are there leaves on the ground? Which way looks best?
- 3. Writing opportunities— list writing; shopping lists, jobs to do, Observations of Spring/Summer, birthday list, holiday plans etc. cards, thank you cards, letters and weather diary. All of these will support writing development.
- 4. Timetable practice— In Year 2 we focus on our 2, 5 and 10 times tables first. This is expected to be done weekly alongside home learning. If you have misplaced your username and password for Times Table Rockstars (TT Rockstars) please let us know.
- 5. Subitising—quick number recognition by looking for patterns. E.g. I know there are 5 because it looks like a 5 on a dice. I know its 3 because it looks like a triangle