

Art-Pointillism: Seaside scenes using various mediums (felt tips, paint, pastels, computer)

Sculpture of nocturnal animals.

D & T: Bathing machine as part of Science (Forces and Movement) topic.

Music:

Seaside shanties/ rhymes

Using instruments to recreate the seaside sounds—focusing on pitch, timbre and dynamics.

PE:

Outdoor—Group games—Inventing games.

Athletics leading to sports day.

Indoor—Gymnastics/dance

PSHE: Spending and saving/Sun safety.

RE- 1.4a Hear and respond to stories about belonging and relating to religious communities—miracles.

1.5b Listen to and ask questions about stories of individuals and their relationship with God.

Spiritual, Moral, Social and Cultural-

Seaside cultures and traditions.

How to look after the seaside.

The importance of time with family on holiday together.

History:

Seaside in the past (Victorian) - transport, recreation and leisure on the beach and on the pier, culture—clothing, behaviour, traditions.

Geography:

Locate seaside resorts on maps

Physical and human features of coast

Comparing weather here and on the south coast.

Science: Looking at nocturnal animals and day/night—this will be a focus for the first 3 weeks.

Forces and movement (link to D&T) Could you be the next lightning McQueen?

Grouping and changing materials. What materials can you find at home and at the seaside?

All Aboard! Toot! Toot!
Year 2
Summer 2015



Entry Points -

Beach Party—Children dress in beach clothes and bring 3 items for a seaside holiday.

Visits and events-

Seaside trip

Victorian beach party

Challenge -

House quiz for Y2 on seaside holidays - past and present.

Literacy:

Non-chronological reports—Night time

Poetry— "Silly stuff"

Extended stories/ significant author

Recounts linked to trip

Letters - Messages in a bottle

Maths:

Comparing temperatures

Weather charts

Measuring rainfall

Reading simple time tables

ICT:

2d Routes, controlling turtle—link to forces and movement in science/D&T.

2c Finding information linked to seaside using internet.