

English

Reading

- Secure set 3 RWI sounds
- Answer questions and make inferences
- Read for meaning
- Make links between texts
- Make predictions

Writing

- Character descriptions
- Traditional story with repeated phrases
- Narrative retelling

SPAG (Spelling, Punctuation and Grammar)

- 4 sentence types
- Use of conjunctions to join sentences (and, or, but, so, when, if, that, because)
- Accurate use of sentence punctuation
- Correct spelling of words with suffixes (-ful, -less, -ness, -ly)

Science

Living Things and their Habitats cont.d

- Identify that most living things live in habitats to which they are suited
- Describe how different habitats provide for the basic needs of animals and plants,
- Describe how animals obtain their food from plants and other animals

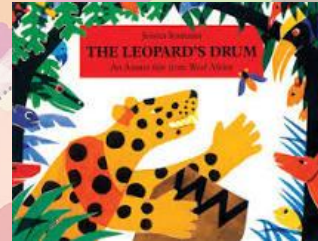
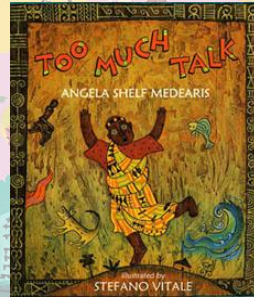
Computing

Programming 2: MakeCode

- Programming in games
- Exploring block code features
- Plan, build & evaluate a program

Year 2 Planning Grid: Summer 1 - 2026

AMAZING AFRICA



ART

Drawing: Tell A Story

- Develop a range of mark making techniques.
- Explore and experiment with mark-making to create textures.
- Develop observational drawing.
- Understand how to apply expressions to illustrate a character.
- Develop illustrations to tell a story

Maths

- Face, shapes and patterns; lines & turns
- Investigating and measuring mass
- Numbers within 1000
- Measures: capacity/volume and mass

RE

How do People Talk to God?

- Prayer
- Salah
- Special objects

PSHE

Economic Wellbeing

- Where money comes from
- Exploring needs & wants
- Bank cards & Accounts

Geography

What is it like to live by the coast?

- Name and locate the seven continents
- Locate the North and South Poles
- Locate the equator
- Compare the UK with Kenya
- Investigate local weather conditions
- Identify key features of hot and cold places

PE

Striking & Fielding Skills (cricket)

- Technique
- Confidence
- Rules