

Year 2 Did you know?

Spring 1 2022

Mercenfeld Curriculum

This booklet will outline for you the units of work that your child will be covering in our wider curriculum this half term.

For each subject, you will find a Knowledge Organiser. These will show you the main elements of learning for your child.

We hope you find these useful to outline your child's learning this half term. The children will be familiar with these too so you will be able to share them together and talk about their learning at school.

More information about our curriculum can be found on the school's website.

Year 2 Geography – Coastline

Coastal features

There are many features of the UK coastline.

Physical features

Physical features are naturally formed. Humans haven't made them. Rain, wind and the sea can change physical features over time.



Human features

Human features are those that have been made by humans. There are many human features on the coastline such as shops, roads and piers.



Dangers at the coast

The coastline can be a dangerous place. It is important to stay safe and know what to do in an emergency.



Look for warning signs, follow advice and do not take risks.



Never go near water alone. Make sure an adult is with you.



Do not use inflatable toys or airbeds in the sea when a wind sock is blowing.



Red and yellow flags mean it is safe to swim.



Black and white flags mean it is safe for surfing, not for swimming.



Red flags mean danger. It is not safe to swim.



Check the weather forecast for bad weather.



Use safety equipment, such as a life jacket.



Call 999 in an emergency. Ask for the coastguard and they will call for the lifeboat.

Problems at sea

Boats and ships can sometimes have problems at sea. Rocks, waves and weather can cause boats and ships to become damaged or capsized. A badly damaged ship may be left in the sea to sink or stuck on land. These are called shipwrecks.



Captain Cook timeline

Captain James Cook was a famous explorer who lived almost 300 years ago. He travelled to places that no other European had ever visited. He drew detailed maps and was the first person to sail around the world in both directions. He was awarded the Copley Medal for finding out how to keep sailors healthy at sea.



Glossary

capsize	When a boat or ship turns over in the water.
charity	A group that raises money for people or animals in need.
coastline	The place where the land meets the sea or ocean.
compass	An instrument used for showing the direction.
emergency	A situation that is serious and dangerous and needs urgent help.
explorer	A person who travels to places to learn about them.
feature	Something that is part of an area of land.
volunteer	A person who works without being paid.

Whitby

Whitby is a busy tourist town on the coast of North Yorkshire, England. It is surrounded by the beautiful countryside of the North Yorkshire Moors. The River Esk runs through Whitby, splitting the town into two parts. The old town is on the east bank of the river and is full of small shops and narrow, cobbled streets. The new town is on the west bank of the river. The new town has bigger, more modern shops and a large park and museum.



Year 2 Science –

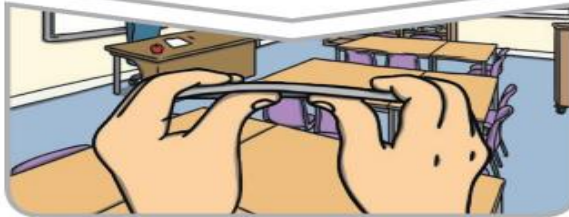
Key Vocabulary

materials	Materials are what objects are made from.
suitability	Suitability means having the properties which are right for a specific purpose.
properties	This is what a material is like and how it behaves (soft, stretchy, waterproof).

Squash an object by pushing both hands together.



Bend an object by grabbing both ends of the object and bringing the ends inwards together.



Twist an object by turning your hands in opposite directions.



Stretch an object by pulling your hands slowly and gently apart.

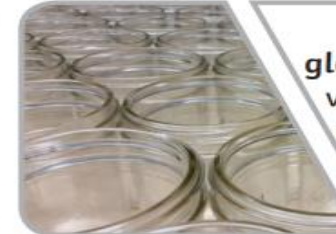


Key Knowledge

Properties of Materials



wood:
hard, stiff,
strong, opaque,
can be carved
into any
shape.



glass:
waterproof,
transparent,
hard, smooth.



plastic:
waterproof,
strong, can
be made to be
flexible or stiff,
smooth or rough.



metal:
strong, hard,
easy to wash.



paper:
lightweight,
flexible.



cardboard:
strong, light,
stiff.



fabric:
soft, flexible,
hard-wearing,
can be stretchy,
warm, absorbent.



rubber:
hard-wearing,
elastic, flexible,
strong.

Year 2 Music –

Year 2: Musical me

Musical style: Folk

Folk songs are often passed on by generations simply by people singing them. In fact, we don't actually know who wrote most folk songs.

Vocabulary

Composition

An original piece of music that has been created.

Pulse

The heartbeat of the music. Sometimes called the 'beat'.

Melody

Patterns of different pitches (high and low notes).

Timbre

The quality of sound e.g. smooth, scratchy, twinkly.

Dynamics

The volume of the music (loud or quiet).

Rhythm

Patterns of long and short sounds.

Instruments

Glockenspiel



Chime bars



Kapow
Primary

Compose

To create or write an original (new) piece of music.



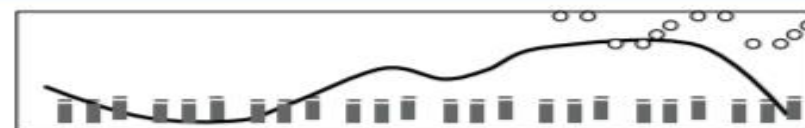
Composer

A person who creates and writes an original piece of music.

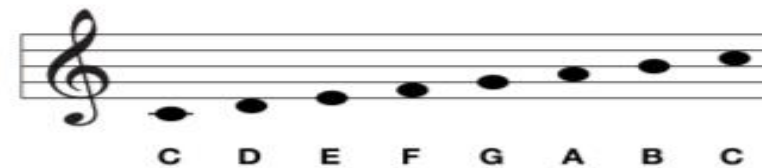
Notation

How the music is written down.

Graphic score



Stave and letter musical notation



Musical notation helps us to 'write' and 'read' the melodies so they won't be forgotten and can be played by others.

Year 2 Art – Flower Head

Flowers are a natural form. They can be brightly coloured, patterned and various shapes and sizes. Because of this, many artists have used flowers as inspiration for their artwork.

Visual elements

Colour

Flowers are brightly coloured to attract animals. The bright colours also make them a good subject for artists to paint. Vincent van Gogh was inspired by the beautiful bright blue of the iris flower in this famous painting.



irises



Iris, 1889

Texture

Flowers have interesting textures. Peonies have a soft and wrinkled texture, and tulips are smooth and shiny. In contrast, sunflower heads are rough and bumpy. Texture is added to artwork using textural materials or by making marks on the surface of the artwork.



peonies



tulips



sunflowers

Famous floral artworks

Some of the most famous artworks featuring flowers are by the artist Vincent van Gogh. He was fascinated by sunflowers and, for him, the colour yellow was a symbol of happiness and sunshine. Here are two of his artworks inspired by sunflowers.



Three Sunflowers in a Vase,



Six Sunflowers, 1888

Yayoi Kusama is another contemporary artist inspired by the natural forms of flowers. Her giant flower sculptures are brightly coloured and highly patterned. Her work is often placed in urban settings as a contrast to the surrounding buildings.



The Visionary Flowers,
2002



Flowers That Bloom
Tomorrow, 2009

Glossary

colour The hue or shade of something.

contemporary artist An artist who is living at this time.

form The 3-D shape of something.

line A mark made in drawing.

pattern A decorative design.

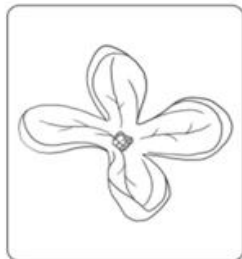
sculpture A 3-D form.

shape The outline of something.

visual element A characteristic that can be seen, such as line, shape, form, colour, pattern and texture.

Lines and shapes

Flowers and petals have interesting shapes. When drawing, lines are used to create the outline of the flower or its smaller parts.



Pattern

Flowers often have beautiful and delicate patterns. Adding pattern to drawings adds interest and detail.



spots



Form

Flowers come in different shapes and sizes. The form of a flower can inspire three-dimensional artwork, such as this orchid sculpture by artist Marc Quinn.



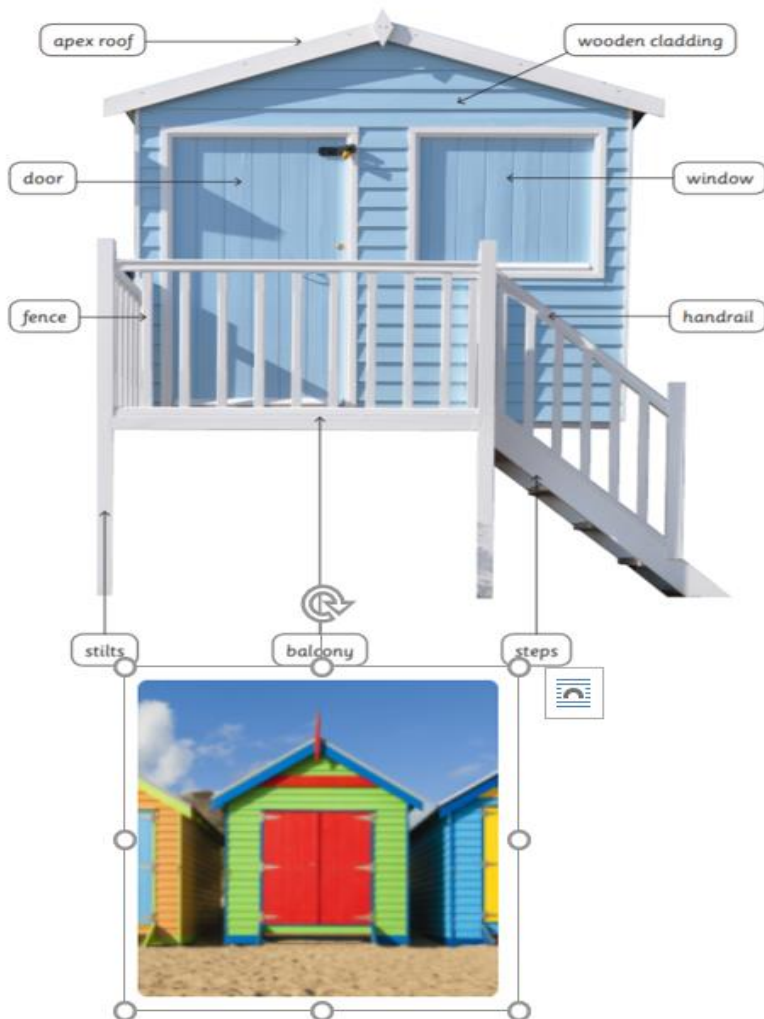
orchid



Orchid, 2013

Design & Technology – Beach Hut

Beach hut



Strengthening, scoring and joining

Strengthening cardboard



Glue layers of thin cardboard together.



Glue or tape lollipop sticks or straws to the back of card.



Tools



Junior hacksaw

A junior hacksaw is the most appropriate saw for children. It has a pistol grip which helps children to saw vertically and straight.



Bench hook

A bench hook is a small wooden structure that hooks onto the side of the table and provides a base for cutting. Some bench hooks also have slots that act as saw guides.



G clamp

A G clamp can be used to hold the bench hook and wood firmly in place while it is being cut.

Year 2 PSHCE –

Friendship Word Mat



good listener



kind



caring



encouraging



respectful



honest



fun



energetic



helpful



trustworthy

Year 2 RE – Rules and Routines

The Difference Between Rules and Routines

Rules are something that must be followed. **Routines** are the order that we do things. In school, you will have **rules** (e.g. no hurting others), but you will also have **routines**, such as having a story before home time.

The 5 Ks

The Five Ks are **symbols** that **Sikhs** wear to show their dedication to Sikhism and that they belong to the **Khalsa**. The 5 Ks have that name because all the **symbols** in **Punjabi** begin with the letter K. They are the kangha (comb), kara (steel bangle), kesh (uncut hair), kirpan (sword) and kachera (short trousers).



The Ten Commandments

The **Ten Commandments** are a set of **rules** that were given by God, to Moses. They are found in the Old Testament of the **Bible** and the **Torah**. They are important to **Christians** and **Jews** and help them live their lives.



The first three Commandments are about how God should be treated. The other seven are about how people should behave and how they should treat each other.



Humanists believe that science explains how the universe was created and how it works. **Humanists** believe that there is no bigger purpose to the universe, or an afterlife. **Humanists** believe that everyone has the ability to give their own lives meaning and make themselves and others happy. When **humanists** make decisions, they don't follow a written set of **rules**. Instead, **humanists** make decisions based on:

- Experience - things you have done and learned from.
- Reason - thinking, understanding and making judgements.
- Empathy - understanding and sharing the feelings of others.
- Respect for others - understanding that others may think differently to you and acceptance that everyone's views are equally important.

Humanist Beliefs



The Five Pillars of Islam

These are duties which many **Muslims** carry out in their life, to live in a good and responsible way. The Five Pillars of Islam are shahadah (profession of faith), salah (prayer), zakat (giving), sawm (fasting) and Hajj (pilgrimage).























Year 2 Physical Education – Gymnastics

Under the Sea



Balancing	Partner Balances	Rolling	Jumping	Building Sequences	Sequences in Pairs
To perform and improve upon balances on different parts of the body.	To create matching balances with a partner.	To roll in different ways while showing control.	To jump safely in a variety of ways, including on and off apparatus.	To combine a selection of movements to create a gymnastic sequence.	To work with a partner to create a matching sequence.

 curl	 relax	 shape	 roll	 jump	 still	 movement	 land
 travel	 stretch	 sequence	 direction	 action	 tense	 body	 idea
 speed	 control	 balance	 partner				

Year 2 PE – Attacking and Defending

Attacking and Defending



Skill > Passing

Passing is a way to move the ball in a game. It is usually used by attackers, as they try to move the ball towards a goal.

1 As the thrower, look for players to pass to and make eye contact with them.

2 Check that the catchers are looking at you. Check that they are in an open space and are ready to receive the ball.

4 Pass the ball by throwing it. Concentrate on your aim so that the person you have chosen is likely to catch it.

In this poster, we are using the passing skill of throwing. In other games, you might kick or bounce a ball to pass it, but the skills of passing and receiving are the same.

3 Choose someone who you think is the best person to catch the ball. You need to keep eye contact with them.



Skill > Dodging

Dodging is an action where you move quickly to one side. You do this in a game to get past your opponents so that you can pass the ball to each other.

1 Stay low with your knees bent. This will make your movements easier.

2 Keep your head up so that you can look for spaces away from your opponents.

3 Lean to one side or the other, always being ready to move.

4 You should try to be ready to change how fast you move and the direction you are going in.



Skill > Intercepting a Ball

As well as marking players in a game, it is important for defenders to go into spaces that are between players, to stop them passing to each other.

Think about where the attackers are and where they might move to. This will help you to guess who they might throw the ball to.

Watch the path of the ball so that you are ready to intercept it as it is thrown.



Attacker



Defender



Attacker

Stand in the space between the attacker throwing the ball and the one who is trying to catch it.

Skill > Marking

Marking is a skill used by players who are being defenders. Marking can help to stop the opposite team from scoring.

2 Watch the person that you are marking carefully. Make sure that you can always see them so that you can follow and block them.

1 Stay near to the player that you are marking at all times.

3 Do not touch the person that you are marking. This keeps everyone safe in the game.

4 You are doing a great job if the player you are marking does not get away from you or past you.



Defender



Attacker

Year 2 Computing– Word processing

Word processing

Backspace	A key to move the cursor backwards.
Copyright	The law that protects other people's work from being copied or used without permission.
Delete (text)	A button on the keyboard which deletes text.
Image	A picture.
Import	To place another file into a document, such as an image.
Keyboard	An input device made up of buttons that create letters, numbers, and symbols, as well as perform other functions.
Keyboard character	Any letter, symbol, space, number or punctuational mark that can be input with a keyboard.
Paste (text)	To insert copied or cut text.
Redo	To step forwards to the next edit.
Space bar	A button on a keyboard to insert room between letters.
Touch typing	Using a keyboard with all your fingers, without looking at the letters on the keys.
Undo	To step backwards to the previous edit.
Word processing	A program used for creating text documents on a computer.

Keyboard buttons:

Important buttons to learn when typing on a computer.



Key facts

Word processing software:



Regular **aA**

Sid, the silly sausage dog, swam in the sparkling sea.

Bold **B**


Sid, the silly sausage dog, swam in the sparkling sea.

Italics *I*

Sid, the silly sausage dog, swam in the sparkling sea.

Underline U

Sid, the silly sausage dog, swam in the sparkling sea.

Highlight 

Sid, the silly sausage dog, swam in the sparkling sea.



E-books and e-documents can be read on electronic devices

