



# Life on the Ocean Waves



Learning Journey

Year 2

Summer 17

Main Stimulus	Learning Objectives	Context
<b>Week 1</b> 24.4.17 Poetry Educational Visit 27.4.17 Sea Life Centre	<b>Science 2 &amp; 3:</b> We are learning to observe, describe and record how beans grow into plants. <b>Science 4:</b> We are learning how animals get their food identifying simple food chains. <b>Science 8:</b> We are learning that animals including humans have offspring which grow into adults.	Science: Plant beans for bean growing challenge. Science: Create food chains. Science: Match adults to offspring.
<b>Week 2</b> 1.5.17 Maths Week Beach shop (4 days)	<b>Art 2:</b> We are learning to use drawing and painting to develop and share our ideas. <b>Computing 1:</b> We are learning to understand that computers need to be given clear instructions. <b>DT 1:</b> We are learning to develop our ideas through talking, drawing and making mock-ups.	Art: Sea Life Centre artwork. Computing: Scratch Jr DT: Ultimate sea creature
<b>Week 3</b> 8.5.17 Octonauts	<b>Computing 2:</b> We are learning to explain how simple programs work. <b>Science 5:</b> We are learning to describe how plants need water, light and the right temperature to grow.	Computing: Scratch Jr  Science: Bean growing challenge.
<b>Week 4</b> 15.5.17 Octonauts Assessments	<b>Science 2 &amp; 3:</b> We are learning to observe, describe and record how seeds grow into plants. <b>Science 6:</b> We are learning how the shape of objects made from different materials can be changed by different actions.	Science: Measure plants Science: Pirate ship materials.
<b>Week 5</b> 22.5.17 Octonauts Assessments	<b>Geography 1:</b> We are learning to name and locate the seven continents and five oceans of the world. <b>Computing 3:</b> We are learning to create simple programs. <b>Science 7:</b> We are learning about the basic needs of animals including humans.	Geography: Find where sea creatures live. Computing: Scratch Jr Science: What animals and humans need.
<b>Half Term</b>		
<b>Week 6</b> 5.6.17 (4 days) Flotsam Poetry	<b>Computing 4:</b> We are learning to spot errors in programmes and improve. <b>Computing 7:</b> We are learning to use technology to open and change a picture or text.	Computing: Scratch  Computing: Word
<b>Week 7</b> 12.6.17 Flotsam Phonics screening	<b>RE 5 &amp; 6:</b> We are learning that the Bible is a special book for Christians. <b>History 3:</b> We are learning about the life of a famous person from the past.	RE: Bible - new testament stories. History: Grace Darling

Main Stimulus	Learning Objectives	Context
<b>Week 8</b> 19.6.17 Hokusai Poetry	<b>Art 3 &amp; 4:</b> We are learning about the style of an artist and linking it to our own work through painting and drawing. <b>Art 1:</b> We are learning to use a range of art techniques. <b>Computing 5:</b> We are learning to know who to tell and what to do if we see something we are worried about. <b>RE 3 &amp; 4:</b> We are learning that the Bible is a special book for Christians.	Art: Hiroshige and Hokusai wave art. Art: Water effect art using different media. Computing: E-safety RE: Bible - old testament stories.
<b>Week 9</b> 26.6.17 Paul Ullson Smuggler /Pirate	<b>DT 2:</b> We are learning to select and use a range of tools to cut, shape and join materials. <b>RE 7 &amp; 8:</b> We are learning about special books from other faiths. <b>RE 1 &amp; 2:</b> We are learning that we can have favourite books and that some books are special. <b>Computing 6:</b> We are learning to recognise digit media outside of school.	DT: How to join and adapt materials. RE: Looking at the Torah and Qu'ran. RE: Favourite books Computing: Digital media
<b>Week 10</b> 3.7.17 (4 days) Pirate Cruncher	<b>Science 1:</b> We are learning to ask simple questions and recognise that they can be answered in different ways. <b>Science 9:</b> We are learning the importance of exercise, eating the right amounts of different food and hygiene for humans. <b>DT 6:</b> We are learning to prepare a healthy drink. <b>History 3:</b> We are learning about the life of a famous person from the past.	Science: floating and sinking investigation. Science: Unhealthy pirates. DT: Pirate Grog. History: Edward Teach
<b>Week 11</b> 10.7.17 Pirate Cruncher Pirate Island week	<b>Geography 3 &amp; 4:</b> We are learning to use compass directions to describe locations of physical features on a map. <b>Geography 5:</b> We are learning to create a simple map using basic symbols in a key. <b>Art 5:</b> We are learning to use a range of materials to design and make a product. <b>DT 3:</b> We are learning to design a product based on a criteria. <b>DT 4 &amp; 5:</b> We are learning to build structures and explore how they can be made stronger, stiffer and more stable and then finish our model.	Geography: Describe position of physical features on an island. Geography: Draw island including physical features. Art: Treasure Island DT: Design Island DT: Make Island
<b>Week 12</b> 17.7.17 Bognor Beach Meet new teacher	<b>History 1:</b> We are learning about changes within living memory. <b>History 2:</b> We are learning about a significant person from the past who lived in our locality. <b>Geography 2:</b> Name and locate 4 UK countries and capital cities.	History: Magic granddad, history of beach holidays. History: Mary Wheatland Geog: locate Bognor
<b>Week 13</b> 24.7.17 (2 days) Moving on		
Happy holidays		