


Year 2 Curriculum Summer 2 Week 1

To do throughout the week...

Wellbeing	Question of the week: What is a digital footprint? Watch: Follow the Digital Trail
Daily Exercise	Keep active! Make sure you do something active each day. Maybe do the exercises here .
	The Great 8 are fun challenges suitable for the whole family. See below.

Here are the curriculum activities for the week. You can do in any order you choose. Try to do these this week as next week's activity will follow on in each subject.

Science	Importance of exercise <ul style="list-style-type: none"> Why is it important to exercise regularly? Watch here. Make a list of different exercises you can try at home. Try each activity for 1 minute and record which one makes you puff the most. Write down what this tells us. 	
History	What was teaching and learning like in the past? <ul style="list-style-type: none"> Re-read the poster from Session 4 to remind yourself about what punishments there were in the past. Take a look at the examples of weekly school timetables below from 100 years ago and 50 years ago. Create a timetable to show what normally happens on one day during the school week in your class. Think about the similarities and differences between learning now and learning in the past. 	Support: School timetable templates
Geography	My Local Area <ul style="list-style-type: none"> Open Google Earth and locate your home. Locate your nearest park, school and shop and find out if they are located North, South, East or West of your home. Draw your own map with your home in the middle and then draw the park, shop and school in their approximate locations to you home. See example below. 	Support: Adult help to explain N, S, E, W Local area map example
PE	Rolling and Underarm Throwing Warm up – Can you mirror Mr G? Watch video <ul style="list-style-type: none"> Activity 1 – Five-pin rolling. Watch video Activity 2 – Throw to the island. Watch video Activity 3 – Hot potato! Don't let the potato touch the ground! Watch video *You can use soft, small balls, rolled up socks, scrunched up paper or small cuddly toys. Some household items to use as targets	You will need: A safe space *Some household items that you can throw safely. A family member
RE	Why are people thankful for their talents? <ul style="list-style-type: none"> To be grateful means to be thankful. Play GoNoodle video. Think about something you have learnt to do that you are proud of (example ride a bike). Who helped you to learn it? Write a note or make a card to say thank you. 	
Art	Printing with found objects <ul style="list-style-type: none"> Look for items around your home that have an interesting raised surface that you can feel – lego bricks, bottle tops, small sticks etc. Paint the raised surface and then print the pattern it makes onto scrap paper – you might like to practise this a few times. Using a variety of different objects can you make a printed picture or a repeating pattern? 	You will need: Paper, Paint Small objects with a raised surface *Support
Computing	Scratch – coding a conversation. <ul style="list-style-type: none"> Using Scratch we are going to code a conversation between two people. Use the suggestions below or watch the video as a guide. Remember that debugging, or fixing your mistakes when coding, is an amazing skill to learn! 	



Here are some fun challenges suitable for the whole family.

Summer 2 Week 1	
1. To talk about	Which is the odd one out and why? A strawberry, a drain cover, a hamster, pegs
2. To do	How long can you do the plank for?  Challenge members of your family to beat your record
3. To investigate	Is it easier for shorter people to touch their toes?
4. To find out more about	Volcanoes
5. To design	Your perfect treehouse
6. To learn	A magic trick
7. To draw	Your self portrait from your reflection in a spoon
8. To create	A flip book Use an old pad of paper or notebook

Support - History

School timetable over 100 years ago:

Time	Monday	Tuesday	Wednesday	Thursday	Friday
9.00 - 9.15	Prayers	Prayers	Prayers	Prayers	Prayers
9.15 - 10.00	Scripture	Scripture	Scripture	Scripture	Scripture
10.00 - 11.00	Arithmetic	Arithmetic	Arithmetic	Arithmetic	Arithmetic
11.00 - 11.10	Recreation	Recreation	Recreation	Recreation	Recreation
11.10 - 12.00	Reading	Spelling	Reading	Drill	Reading
2.10 - 3.00	Dictation	Dictation	Dictation	Dictation	Dictation
3.00 - 3.30	Mental Arithmetic	Geography	Recitation	Singing	Needlework or Science
3.30 - 4.00	Writing	Transcription	Writing	Transcription	Object Lesson

Definitions of unfamiliar words:

Scripture: Religious Education

Arithmetic: Maths

Recreation: Playtime

Drill: Physical Education (PE)

School timetable 50 years ago:

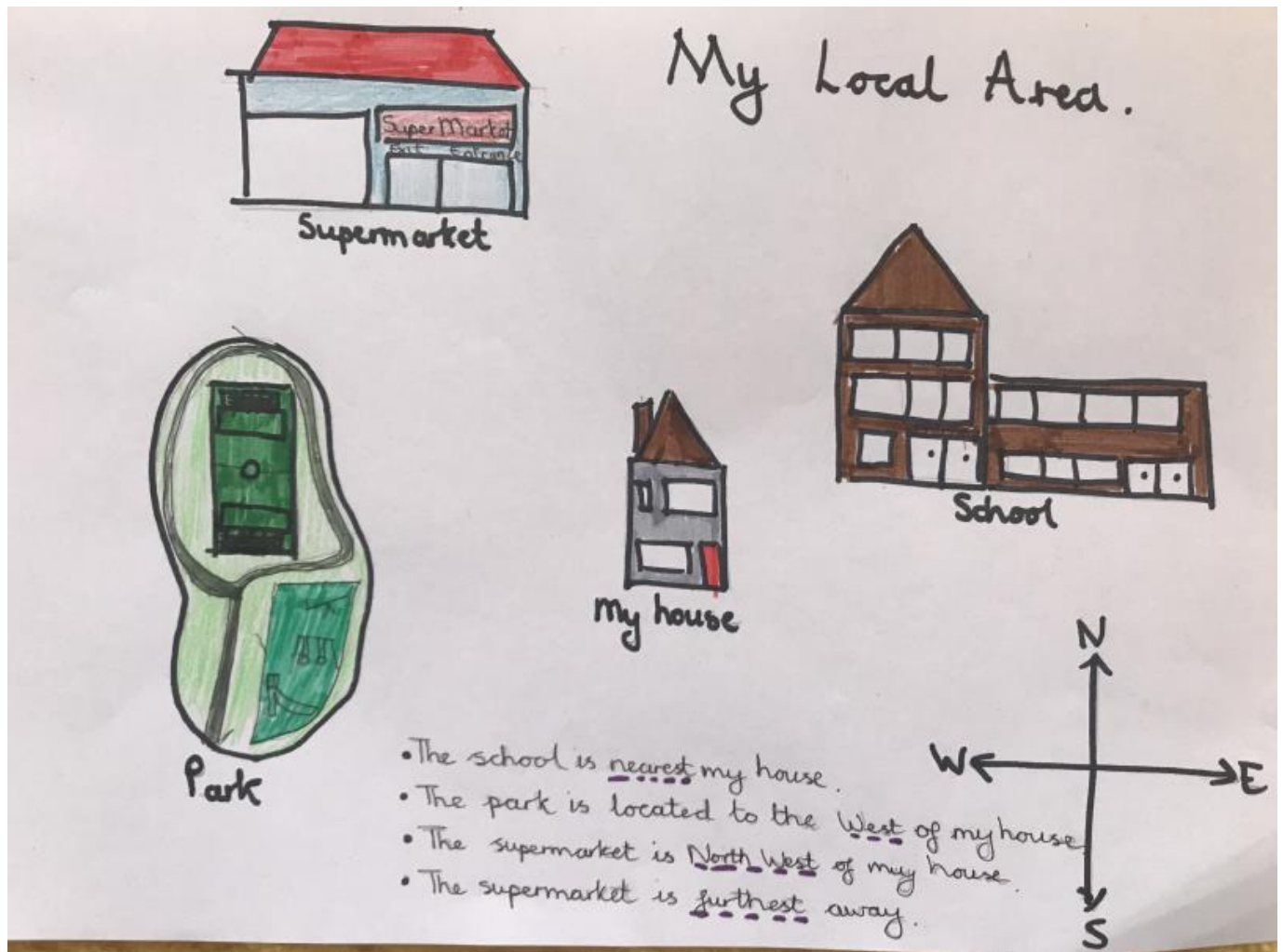
Time	Monday	Tuesday	Wednesday	Thursday	Friday
9:00 - 9:15	Prayers	Prayers	Prayers	Prayers	Prayers
9:15 - 10:00	Handwriting	Handwriting	Handwriting	Handwriting	Handwriting
10:00 - 11:00	Reading	Writing	Reading	Writing	Reading
11:00 - 11:15	Break time	Break time	Break time	Break time	Break time
11:15 - 12:05	Arithmetic	Arithmetic	Arithmetic	Arithmetic	Arithmetic
12:05 - 1:00	Lunch	Lunch	Lunch	Lunch	Lunch
1:00 - 1:15	Singing	Singing	Singing	Singing	Singing
1:00 - 2:00	Writing	Reading	Writing	Reading	Writing
2:00 - 2:15	Music and movement	Music and movement	Music and movement	Music and movement	Music and movement
2:15 - 3:15	R.E	Science	R.E.	History	Arts and crafts

Create your own timetable from your class at school (the times might be a bit different at your school!)

Time	Monday
9:00 – 10:00	
10:00 – 11:00	
11:00 – 11:25	Playtime
11:25 – 12:25	
12:25 – 1:25	Lunch time
1:25 – 2:15	
2:15 – 3:15	
3:15	End of the school day

Challenge: What are the similarities and differences between your normal school day and a school day from 50 years ago and 100 years ago?

Support - Geography



Art- printing with found objects

Depending on the type of paint you have, you can either dip your object into the paint, or paint the raised surface of your object using a paintbrush. If you don't have paint available, you can experiment with other mark making materials such as chalk, felt tips or wax crayons. Remember to wash the object thoroughly after you have finished!

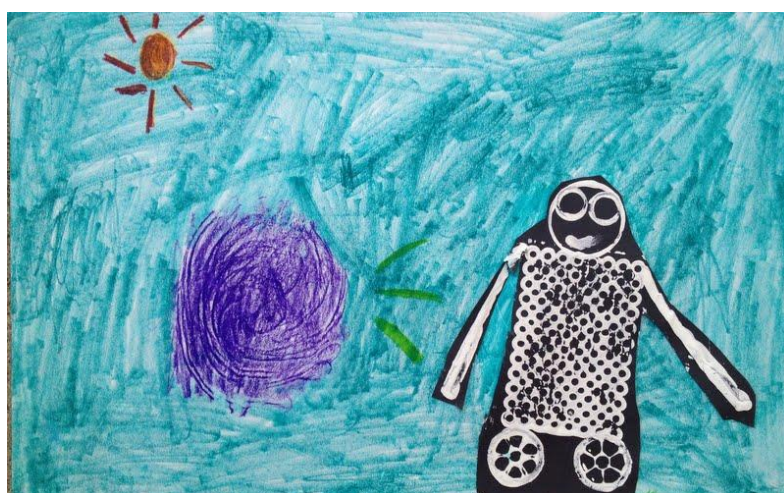
You could even try using your printed pieces to make your own cards or wrapping paper.

Look at some of the interesting patterns everyday objects can make.



Or try mixing objects together like the elastic bands on the plastic cup.

You could try using a variety of objects to create your own picture



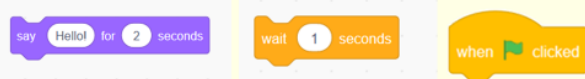
Computing

Coding a Conversation in Scratch

In Scratch, we are going to code a conversation between two or more sprites.

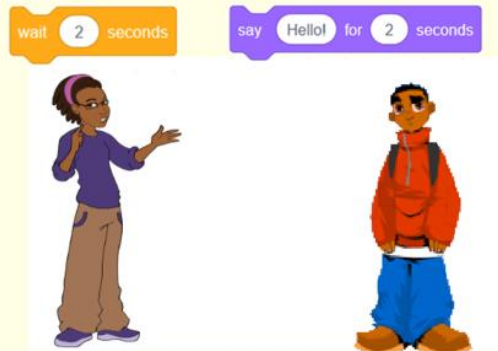
Think about having a conversation with your friends and family. What do we need to do when the other person is talking? What happens if we all talk at once?

To code our conversation, we are using these three blocks:



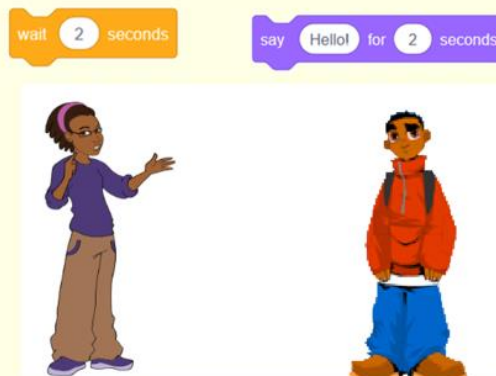
To make our conversation work properly, we need to think about the order of our blocks. If we put them in the right order, the sequence will work.

When one person speaks, the other person waits



The speaking and waiting is for the same amount of time

Sprite 1	Time in Secs	Sprite 2	Time in Secs
Wait	2	Hello!	2
Hi	2	Wait	2
Wait	2	How are you?	2
I'm good. How are you?	2	Wait	2
Wait	2	I'm feeling great, thanks.	2





```
when clicked
wait 2 seconds
say Hi! for 2 seconds
wait 2 seconds
say I'm good. How are you? for 2 seconds
wait 2 seconds

when clicked
say Hello! for 2 seconds
wait 2 seconds
say How are you? for 2 seconds
wait 2 seconds
say I'm feeling great, thanks. for 2 seconds
```

Remember: each sprite has their own half of the conversation. If you put both parts of the conversation under one sprite, it will not work.

Code a conversation between two sprites.

Hints for success:

Keep the say and wait time to 2 seconds.

Build it slowly, clicking on the green flag to see whether it is working.

Coding a conversation in Scratch video
<https://vimeo.com/408838845/f5e28143d2>