

## Extended Writing Opportunities

### English

- Lighthouse Keeper's Lunch Story/ retell from different points of view.
- Katie Morag character description/ story.

### History

- Recount by Grace Darling / Newspaper article/ diary entry

### R.E

- To be able to describe a Buddhist temple.
- To be able to explain how Buddhists show their beliefs.

## Science

- Identify and name a variety of plants and animals in a seaside/ coastal habitats, including micro-habitats such as a rock pool.
- Create a seaside food chain.
  
- Investigations

## Humanities

### Focus:Geography/ History

- Linked to Struay, explore the features of the island. Compare to Ushaw Moor and Durham
- Label a map using key geographical terms.
- Sort features of Struay into physical and human.
  
- Learn about the life of Grace Darling.
- Order events of the rescue.
- Write a recount/ diary entry/ newspaper article about Grace's rescue.

## Computing

- Where is technology used outside of school- make a list of technology used at home.
- Choose favourite use of technology and explain why.
- Develop programming skills using Scratch Junior.

**Topic: Beside the Seaside.**

**Term: Summer 2**

# Year 2



**Text(s):**  
Lighthouse Keeper's Lunch  
Katie Morag stories  
Flotsam  
Storm Whale  
Sally and the limpet

**Hook**

Model of a lighthouse



## PSHCE

- Understand how rules help us- where do you see rules? Outside of school too.
- Discuss how people have rights- watch RRSA clip about what rights are.
- Discuss turn taking and sharing.
- Talk about how to look after the environment- make a poster with key messages.
- Understand the importance of privacy- watch NSPCC pants clip.

## P.E

- Athletics activities- running, long jump, triple jump, stretch jump, javelin throw and discus throw.

## R.E

- How do Buddhists show their beliefs?
- Intro. Worship, Ceremonies and how commitment & belonging is shown (expression / impact of belief)

## Music

- KS1 Listen with concentration and understanding – Sea shanties/ songs about the sea and seaside.

## Creativity

### Focus:D.T

- Plan, design and make a model of a lighthouse.
- Evaluate models and suggest, what could be modified or improved.