

Year 2



Autumn term Shop 'til you Drop	
Science	<ul style="list-style-type: none"> Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses. Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.
Computing	<ul style="list-style-type: none"> Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Recognise common uses of information technology beyond school.
Geography	<ul style="list-style-type: none"> Key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop.
D&T	<ul style="list-style-type: none"> Use the basic principles of a healthy and varied diet to prepare dishes. Understand where food comes from. Design purposeful, functional, appealing products for themselves and other users based on design criteria. Select from and use a range of tools and equipment to perform practical tasks. Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.
Art	<ul style="list-style-type: none"> Design and make products using a range of materials creatively. Develop and share their ideas, experiences and imagination using drawing, painting and sculpture. Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. Learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.
History	<ul style="list-style-type: none"> The lives of significant individuals in the past who have contributed to national and international achievements, including a comparison of life in different periods.

Year 2



Spring Term Into the Woods (Living/Non-Living)

Science	<ul style="list-style-type: none">• Explore and compare the differences between things that are living, dead, and things that have never been alive.• Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other.• Identify and name a variety of plants and animals in their habitats, including micro-habitats.• Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food.• Notice that animals, including humans, have offspring which grow into adults.• Find out about and describe the basic needs of animals, including humans, for survival (water, food and air).
Computing	<ul style="list-style-type: none">• Use technology purposefully to create, organise, store, manipulate and retrieve digital content.
Geography	<ul style="list-style-type: none">• Key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather.
D&T	<ul style="list-style-type: none">• Build structures, exploring how they can be made stronger, stiffer and more stable.• Explore and use mechanisms, in their products.• Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.• Explore and evaluate a range of existing products,• Evaluate their ideas and products against design criteria.
Art	<ul style="list-style-type: none">• Design and make products using a range of materials creatively.• Develop and share their ideas, experiences and imagination using drawing, painting and sculpture.• Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.• Learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.

Year 2



Summer Term Out and About (Local Study)

Science	<ul style="list-style-type: none"> • Observe and describe how seeds and bulbs grow into mature plants. • Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy. • Asking simple questions and recognising that they can be answered in different ways. • Observing closely, using simple equipment. • Performing simple tests. • Identifying and classifying. • Using their observations and ideas to suggest answers to questions. • Gathering and recording data to help in answering questions.
Computing	<ul style="list-style-type: none"> • Use technology purposefully to create, organise, store, manipulate and retrieve digital content. • Recognise common uses of information technology beyond school.
Geography	<ul style="list-style-type: none"> • Use simple compass directions (North, South, East and West) and locational and directional language (for example, near and far; left and right), to describe the location of features and routes on a map. • Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key. • Use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment.
D&T	<ul style="list-style-type: none"> • Design purposeful, functional, appealing products for themselves and other users based on design criteria. • Select from and use a range of tools and equipment to perform practical tasks. • Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.
Art	<ul style="list-style-type: none"> • Design and make products using a range of materials creatively. • Develop and share their ideas, experiences and imagination using drawing, painting and sculpture. • Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. • Learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.
History	<ul style="list-style-type: none"> • Significant historical events, people and places in their own locality.