

Year 2

SCIENCE	<p>Living things and food chains Describe how animals obtain their food. Notice that animals, including humans, have offspring which grow into adults. Describe the basic needs of animals, including humans, for survival.</p>	<p>Animals including humans Identify, compare and group a variety of common animals. Identify, name, draw and label the basic parts of the human body.</p>	<p>Habitats Identify and name a variety of variety of plants and animals in their habitats. Describe how different habitats provide for the basic needs of different kinds of animals and plants.</p>	SCIENCE	
HISTORY	<p>Significant Change Understanding cause and consequence Lasting impact Effect on people</p>	<p>Historical event (Local) Changes to our locality Defining who we are Local events that have had a National significance</p>		HISTORY	
GEOGRAPHY	<p>Contrast area—UK (e.g. Brixton?) How this area differs from my own Key features Human and physical geography</p>	<p>Contrasting area—Non European Variety of weather patters Placement in the world Continents and oceans How this area differs from my own</p>		GEOGRAPHY	
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MUSIC	<p>Controlling Sing songs, un-tuned instruments, create accompaniments, sing creatively adding accompaniments.</p>	<p>Creating Explore different instruments and how to make a sound with them, use sand adapt symbols to represent sounds and dynamic change, use technology to record sound.</p>	<p>Responding Identify un-tuned instruments in music, say what I like and don't like about music and why.</p>	<p>Listening Listen and recall melodic patterns, use changes in dynamics, timbre and pitch to organise music, make own sounds and symbols to make and record music.</p>	MUSIC
ART	<p>Drawing and painting Mark make with different media e.g. charcoal, wax Shading using cross-hatching and dots Mixing primary colours to form secondary colours Layering paint</p>	<p>Textiles Create simple collages Use material to show form Construct new materials through weaving</p>		ART	
DESIGN TECHNOLOGY	<p>Things that work Consider mechanisms in the design Plan the making process Assemble, join and combine materials Use templates Alter the mechanism so it works</p>			DESIGN TECHNOLOGY	
COMPUTING	<p>Design and test a simple programme (e.g. Using 2simple, scratch or general coding). Understand that a specific event is in response to a specific action. Add pictures, sound and text to a document.</p>	<p>Take ownership of work and saving it on an individual space. Know what are respectful and responsible ways of using technology.</p>		COMPUTING	
PE	Games	Gymnastics	Dance	PE	
SRE/RE	R.E.	SRE		SRE/RE	