Year 2
Autumn 1

Science: Living in habitats
- To be able to identify and classify things that are living, things that are dead and things that have never been alive
- To observe closely that living things need to live in suitable habitats
- To explore and observe the plants and animals that live in seaside habitats
- To be able to explore plants and animals in an unfamiliar habitat
- To be able to explore and describe a micro-habitat
- To explore food chains in a habitat

Geography: Where do I live?
- To be able to name the seven continents of the world and locate the UK on a world map
- To be able to identify the countries and capital cities of the UK
- To be able to identify features and characteristics of the countries of the UK
- Use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans
- Use basic geographical vocabulary to refer to key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather
- Use basic geographical vocabulary to refer to key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop

History: Black History Month
- To learn about the lives of significant people in the past who have contributed to national and international achievements
- What changes have they made? How has the world changed because of them?
- What could we do to be like them?

Art: Can buildings speak
- To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- To be able to identify shapes in buildings
- To be able to use a viewfinder to identify patterns and features in buildings
- To be able to identify and record patterns in building
- To be able to design a mural to represent a particular building
- To be able to create a section of a mural based on a previous design

Music: Musical me
- Use their voices expressively and creatively by singing and speaking chants and rhymes
- Play tuned and untuned instruments musically Improvise and compose music for a range of purposes using the inter-related dimensions of music
- Listen with concentration and understanding to a range of high-quality live and recorded music
- Experiment with, create, select and combine sounds using the inter-related dimensions of music

Computing: Information technology around us
- Use technology purposefully to create, organise, store, manipulate and retrieve digital content
- Recognise common uses of information technology beyond school
- Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies

Year 2
Autumn 2

Science: Exploring everyday materials.
- To be able to identify a variety of materials and sort them according to a variety of criteria
- To be able to identify and classify natural and man-made materials
- To identify that some materials can change shape by squashing, bending, stretching and twisting, and others can't
- To identify the suitability of metal and plastic for a variety of purposes
- To identify different products that can be made from wood and their features and purposes
- To identify different materials that are used for the same product
- To identify material inventions and discoveries

History: Victorians
- To learn about the lives of significant people in the past, events compare modern and Victorian schooling
- To communicate through drama their understanding of the nature of school life in Victorian times
- To consider how attitudes to children and childhood changed over time
- Identify distinctive features of a Victorian school
- Produce a dialogue that contains appropriate historical detail
- To recall information about the life of children in Victorian times

Art: Colour Creations
- To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
- To be able to identify colours used by Kandinsky and make links to how they are associated with them
- To be able to identify primary colours and describe the differences and similarities of the colours and tones used by Kandinsky
- To be able to mix primary colours to create secondary colours
- To be able to create light and dark shades of colour
- To be able to produce art based on the work of Kandinsky and making links to their own work

Music: West African call and response song
- Use their voices expressively and creatively by singing and speaking chants and rhymes
- Play tuned and untuned instruments musically
- Listen with concentration and understanding to a range of high-quality live and recorded music
- Experiment with, create, select and combine sounds using the inter-related dimensions of music

Computing: Digital photography
- Use technology purposefully to create, organise, store, manipulate and retrieve digital content
- Recognise common uses of information technology beyond school

Year 2
Spring 1

Science: Animals including humans
- 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)
- Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene

Geography: St Lucia
- To locate the world's continents and oceans
- Identify seasonal and daily weather patterns in the United Kingdom
- Identify seasonal and daily weather patterns in St Lucia
- Look at the different human features in both countries

Design Technology: Puppets
- 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 [for example, cutting, shaping, joining and finishing
Evaluate their ideas and products against design criteria

Music: On this island: British songs and sounds
- Use their voices expressively and creatively by singing songs and speaking chants and rhymes
- Play tuned and untuned instruments musically
- Listen with concentration and understanding to a range of high-quality live and recorded music
- Experiment with, create, select and combine sounds using the inter-related dimensions of music

Computing: Robot algorithms
- Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions
- Create and debug simple programs
- Use logical reasoning to predict the behaviour of simple programs

Year 2
Spring 2

Science: Secret World of Plants
- To find out what plants need to grow.
- To find out what plants need to stay healthy.
- To explore and compare plants that are living, dying or dead, and discover how we can help dying plants live longer, or reproduce.
- To observe and describe how plants grow.
- To begin to describe how plants mature and reproduce.

History: Communication Then and Now
- To find out about early writing systems and the changes within living memory.
- To find out who William Caxton was and what he introduced to Britain.
- To find out about the invention of telegraphs and Morse code.
- To find out about Tim Berners-Lee and what he invented.
- To compare the lives of William Caxton and Tim Berners-Lee.
- To summarise the history of communication.

Design Technology: Perfect Pizza
- Use the basic principles of a healthy and varied diet to prepare dishes
- To understand where food comes from

Music: Orchestral instruments
- Play tuned and untuned instruments musically
- Listen with concentration and understanding to a range of high-quality live and recorded music
- Experiment with, create, select and combine sounds using the inter-related dimensions of music

Computing: Pictograms
- Use technology purposefully to create, organise, store, manipulate and retrieve digital content
- Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies

Year 2
Summer 1

Science: Super Scientists
- To investigate the effect gravity has on everyday objects
- To investigate what happens to light when it passes through different transparent objects
- To investigate whether sound can pass through materials
- To investigate our senses and reflexes
- To investigate how germs are transferred by touching things
- To investigate electrical circuits to make a lightbulb light up

History: Mary Seacole
- To learn about the lives of significant individuals in the past who have contributed to national and international achievements (understand the events in her life that made Mary Seacole famous)

Art: Art around the world
- To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- To be able to create drawings using a variety of media to reflect British wildlife
- To be able to manipulate paper to create a sculpture African animal art
- To be able to explore and create patterns
- To be able to create animal art in the style of aboriginal dot art
- To be able to make 3D artwork (sculpture)of a rainforest animal
- To explore the use of animals as symbolism in Native American art
To be able to use paint to create animal artwork

Music: Myths and legends
- Play tuned and untuned instruments musically
- Listen with concentration and understanding to a range of high-quality live and recorded music
- Experiment with, create, select and combine sounds using the inter-related dimensions of music

Computing: Making music
- Use technology purposefully to create, organise, store, manipulate and retrieve digital content

Year 2
Summer 2

Science: Super Scientists!
- 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

Geography: Map Makers
- To be able to use compass points to navigate around a map
- To use aerial photographs and plan perspectives to recognise and create landmarks
- Use simple fieldwork and observational skills to study the geography of their school and surroundings
- To devise a simple map and use and construct basic symbols in a key
- To design a map, referring to key human features
- To create a 3D map using their town designs

Design Technology: Windmills
- 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 [for example, cutting, shaping, joining and finishing
- Evaluate their ideas and products against design criteria

Music: Dynamics, timbre, tempo and motifs
- Play tuned and untuned instruments musically
- Listen with concentration and understanding to a range of high-quality live and recorded music
- Experiment with, create, select and combine sounds using the inter-related dimensions of music

Computing: Programming quizzes
- Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions
- Create and debug simple programs
- Use logical reasoning to predict the behaviour of simple programs
- Use technology purposefully to create, organise, store, manipulate and retrieve digital content