

## Year 2 Overview 2023-2024

	Science	Hist / Geog	Art / D.T	Music	P.E	Computing	R.E	RSHE	WOW
<b>Autumn 1</b>	<p><b>Materials</b></p> <p>Identify and compare the suitability of a variety of everyday materials, for particular uses.</p> <p>Find out how the shapes of solid objects can be changed by squashing, bending, twisting and stretching.</p>	<p><b>Geography - Magical Mapping</b></p> <p>Use basic geographical vocabulary to refer to key physical and human features.</p> <p>Use simple compass directions and locational and directional language to describe the location of features and routes on a map.</p>	<p><b>Art - Cinderella's Shoe Shop</b></p> <p>Use a range of materials creatively to design and make products.</p> <p>Develop a wide range of art and design techniques in using colour, pattern, texture, shape and form.</p>	<p><b>Hands, Feet, Heart</b></p> <p><b>South African music</b></p> <p>Listen with concentration and understanding to a range of high-quality recorded music.</p> <p>Play tuned instruments musically.</p>	<p>Gymnastics</p> <p>Tri Golf</p>	<p><b>What is a computer?</b></p> <p>Recognise common uses of information technology beyond school.</p> <p>Use technology safely and respectfully, keeping personal information private; identify where to go for help and support.</p>	<p>Ideas about God</p>	<p>Being me in my world</p>	<p><b>Traditional Tale</b></p> <p><b>dress up day</b></p> <p><b>Woodley Walk</b></p>
<b>Autumn 2</b>	<p><b>Amazing Animals</b></p> <p>1. Notice that animals, including humans, have offspring which grow into adults.</p> <p>2. Describe the basic needs of animals (and humans) for survival.</p> <p>3. Explore and compare the differences between things that are living, dead, and things that have never been alive.</p>	<p><b>History - Mary Anning</b></p> <p>Children will learn about the life of a significant individual (Mary Anning) in the past who have contributed to national and international achievements.</p>	<p><b>DT Sewing - Xmas decorations</b></p> <p>Design, make and evaluate purposeful, functional, appealing products for themselves and other users based on design criteria.</p> <p>Select from and use a wide range of tools, equipment, materials and components.</p>	<p><b>Ho, Ho, Ho!</b></p> <p>Use their voices expressively and creatively by singing songs and speaking chants and rhymes.</p>	<p>Dance</p> <p>Team Games</p>	<p><b>Algorithms and Debugging</b></p> <p>Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</p> <p>Create and debug simple programs.</p>	<p>Waiting</p>	<p>Celebrating difference</p>	<p><b>Palaeontologist Visit</b></p>
<b>Spring 1</b>	<p><b>Healthy Humans!</b></p> <p>Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene.</p>	<p><b>History - Florence Nightingale and Mary Seacole</b></p> <p>Children will learn about the life of a significant individual (Florence Nightingale and Mary Seacole) in the past who have contributed to national and international achievements.</p>	<p><b>DT - Super Smoothies!</b></p> <p>Design, make and evaluate purposeful, functional, appealing products for themselves and other users based on design criteria.</p> <p>Select from and use a wide range of tools, equipment, materials and components.</p>	<p><b>I wanna play in a band!</b></p> <p>Experiment with, create, select and combine sounds using the inter-related dimensions of music.</p>	<p>Multi skills – Handball</p> <p>Gymnastic</p>	<p><b>Word Processing</b></p> <p>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p>	<p>Remembering</p>	<p>Dreams and Goals</p>	<p><b>Visit from St. Johns Ambulance</b></p> <p>to learn basic first aid</p>
<b>Spring 2</b>	<p><b>Forces</b></p>	<p><b>History - Great Fire of London!</b></p> <p>Children will learn about events beyond living memory (GFoL) that are significant nationally or globally.</p>	<p><b>Art - Collage – GFoL</b></p> <p>Use a range of materials creatively to design and make products.</p> <p>Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space</p>	<p><b>Zoo time!</b></p> <p>Listen with concentration and understanding to a range of high-quality recorded music.</p> <p>Play tuned instruments musically.</p>	<p>Dance</p> <p>Multi Skills – Sending and receiving</p>	<p><b>Programming – Scratch</b></p> <p>Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise &amp; unambiguous instructions.</p> <p>Create and debug simple programs.</p>	<p>Happy and Sad</p>	<p>Healthy Me</p>	<p><b>Jane the Baker Workshop</b></p> <p><b>Fire pit –</b></p> <p>Experience a real fire.</p>
<b>Summer 1</b>	<p><b>Plants</b></p> <p>1. Observe how seeds and bulbs grow into mature plants.</p> <p>2. Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy.</p> <p>3. Identify and name a variety of plants and animals in their habitats, including microhabitats.</p>	<p><b>Geography - Wonderful Weather</b></p> <p>Identify seasonal and daily weather patterns in the UK</p> <p>Use world maps, atlases and globes to identify the UK and its countries, as well as the countries.</p>	<p><b>Art – Clay Flowers</b></p> <p>1. To use sculpture to develop and share their ideas, experiences and imagination</p> <p>3. To develop a wide range of art and design techniques in using pattern, texture, line, shape, and form</p>	<p><b>Friendship Song</b></p> <p>Experiment with, create, select and combine sounds using the inter-related dimensions of music.</p>	<p>Multi Skills – Sports Day Preparation</p>	<p><b>Creating Media</b></p> <p>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p>	<p>Special Books</p>	<p>Relationships</p>	<p><b>Scooter Day</b></p> <p><b>Growing Plants</b></p>
<b>Summer 2</b>	<p><b>Habitats around the world</b></p> <p>1. Identify that living things live in habitats to which they are suited &amp; describe how different habitats provide for the basic needs of different kinds of animals &amp; plants, &amp; how they depend on each other.</p> <p>2. Identify &amp; name a variety of animals in their habitats, including microhabitats.</p> <p>3. Describe how animals obtain their food from plants &amp; other animals, using the idea of a simple food chain</p>	<p><b>Geography- Habitats around the world</b></p> <p>1. Name and locate the world's seven continents and five oceans</p> <p>2. Identify seasonal and daily weather patterns in the UK and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles.</p> <p>3. Use world maps, atlases and globes to identify the UK and its countries, as well as the countries, continents and oceans studied at this key stage.</p>	<p><b>DT - Jungle Buggies</b></p> <p>Design, make and evaluate purposeful, functional, appealing products for themselves and other users based on design criteria.</p> <p>Select from and use a wide range of tools, equipment, materials and components.</p> <p>Explore and use mechanisms [for example wheels and axles], in their products</p>	<p><b>Reflect, Rewind &amp; Replay</b></p> <p>Consolidate learning, learn some of the language of music.</p>	<p>Dance</p> <p>Cricket</p>	<p><b>Data handling: International Space Station</b></p> <p>Use logical reasoning to predict the behaviour of simple programs.</p> <p>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p>	<p>Special Place</p>	<p>Changing Me</p>	<p><b>Trip to Minstead</b></p>