

Year 2 Summer Term

Down Under

Science

Living things and their habitats

- Explore and explore 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 microhabitats.
- 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.

Plants

- 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.

Working scientifically

- Ask simple questions and recognise that they can be answered in different ways.
- Observe closely, using simple equipment.
- Perform simple tests
- Identify and classify
- Use observations and ideas to suggest answers to questions
- Gather and record data to help in answering questions

Design and Technology

- Design purposeful, functional, appealing products for themselves and other users based on design criteria.
- Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.
- Select construction materials.
- Use different tools for cutting, shaping, joining and finishing.
- Explore and evaluate a range of existing products.
- Evaluate their ideas and products against design criteria.
- Explore and use mechanisms e.g. levers and sliders in their products.

History

- To know about events beyond living memory that are significant nationally or globally.
- To know about the lives of significant individuals in the past who have contributed to national and international achievements. Compare aspects of life in different periods. Look at James Cook and the Wright brothers.

Physical Education

- Master basic movements of running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities.
- Participate in team games, developing simple tactics for attacking and defending.

Languages

- Names of different animals

P.S.H.E.

- People and other living things have needs and that they have responsibilities to meet them (Including being able to take turns, share and understand the need to return things that have been borrowed).
- What improves and harms their local, natural and built environments and about some of the ways people look after them.
- That money comes from different sources and can be used for different purposes, including the concepts of spending and saving.
- About the role money plays in their lives including how to manage money, keep it safe, choices about spending money and what influences those choices.

Religious Education

Gospel

- Tell stories from the Bible and recognise a link with a concept of 'Gospel' or good news.
- Give clear, simple accounts of what Bible texts (such as the story of Matthew the tax collector) mean to Christians.
- Recognise that Jesus gives instructions to people about how to behave.
- Give at least two examples of ways in which Christians follow the teachings studied about forgiveness and peace, and bringing good news to the friendless.
- Give at least two examples of how Christians put these beliefs into practice in the Church community and their own lives (for example: charity, confession).
- Think, talk and ask questions about whether Jesus' 'good news' is only good news for Christians, or if there are things for anyone to learn, exploring different ideas.

Faith

- What is Faith and what difference does it make?

Geography

- Name and locate the world's seven continents and five oceans.
- Understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom, and a small area in a contrasting non-European country.
- Identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles.
- Use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this stage.

Music

- Play tuned and untuned instruments musically.
- Experiment with, create, select and combine sounds using the inter-related dimensions of music.
- Use their voices expressively and creatively by singing songs and speaking chants and rhymes.

Computing

Programming Beebots

- To sequence instructions in the correct order.
- Understand that programs perform by following precise and unambiguous instructions.
- Create and debug simple sets of instructions (algorithms) for the beebots.
- Move the beebot through an imaginary land.
- Create own world/map for beebot and own instructions on squared paper.
- Write a program that will move the beebot through the map (platform).
- Understand how algorithms are implemented as programs on digital devices.
- Use Beebot App level 7-12 to predict and test behaviour of simple programs.

Romy The Robot

- To understand abbreviations for instructions.
- To predict and select appropriate values for actions.
- To create a sequence of instructions (algorithms) to move the robot along a path.
- Edit and debug instruction sequences.
- Create alternate gaming areas (platforms) for Romy.