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| Art & Design   * Use a range of materials creatively * Use drawing, painting and sculpture * Develop techniques of colour, pattern, texture, line, shape, forma and space * Learn about a range of artists, craftsmen and designers looking at diff/similarities and making links to their own work | Design & Technology   * Design purposeful, functional, appealing products for themselves and other users * Generate, develop, model and communicate their ideas through talking, drawing, templates, mock ups and where appropriate ICT * Select from and use a range of tools and equipment * Select from and use a wide range of materials and components including construction materials, textiles and ingredients * Explore and evaluate a range of existing products as well as their own ideas * Explore, build and improve structure and mechanisms * Understand where food comes from * Prepare a basic healthy dish | Geography   * Name and locate the worlds 7 continents and 5 oceans using world maps, atlases and globes * Compare small area of UK to a contrasting non-European country * Use basic geographical vocabulary to refer to physical and human features * Use simple compass directions (NSEW) to describe the location of features and routes on a map * Use aerial images and other models to create simple plans and maps, using symbols in a key * Use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human/physical features of its surrounding environment | Computing   * Understand use of algorithms * Create and debug simple programs * Use logical reasoning to predict the behaviour of simple programs * 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 * Recognise uses of IT beyond school | History   * Events beyond living memory that are significant nationally or globally * The lives of significant individuals in the past who have contributed to national and international achievements making a comparison of aspects of life in different periods * Significant historical events, people and places in their own locality |
| Physical Education   * Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and coordination, and begin to apply these in a range of activities * Participate in team games developing simple tactic for attacking and defending * Perform dances using simple movement patterns | Music   * 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 | Science   * Working scientifically * Living things and Habitats * Plants * Animals including humans * Uses of everyday materials |  |  |

Year 2 National Curriculum