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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
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| 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
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Year 2 National Curriculum