

## Year 2 Journeys

<b>Science</b>
Compare how things move on different surfaces. Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching Find out about and describe the basic needs of animals, including humans, for survival (water, food and air)
<b>Art</b>
To use a range of materials creatively to design and make products To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space About the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.
<b>DT</b>
Use the basic principles of a healthy and varied diet to prepare dishes Evaluate their ideas and products against design criteria Select from and use a range of tools and equipment to perform practical tasks 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
<b>History</b>
The lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods Events beyond living memory that are significant nationally or globally
<b>Geography</b>
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 key stage Use simple compass directions (North, South, East and West) and locational and directional language to describe the location of features and routes on a map Use basic geographical vocabulary to refer to: 1. key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather 2. key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop Name and locate the world's 7 continents and 5 oceans Name, locate and identify characteristics of the 4 countries and capital cities of the United Kingdom and its surrounding seas
<b>Computing</b>
Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about

material on the internet or other online technologies

## 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 interrelated dimensions of music

## PE

Master basic movements including 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

Perform dances using simple movement patterns.

## Ed visits

Imperial war museum- space travel

Science museum

Cutty Sark

Planetarium