

Year 2 Heroes and villains

Science	
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. Explore and compare the differences between things that are living, dead, and things that have never been alive Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for different uses Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene.	
Art	
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.	
DT	
Build structures, exploring how they can be made stronger, stiffer and more stable Explore and use mechanisms, in their products.	
History	Visit Museum
Events beyond living memory that are significant nationally or globally Changes within living memory- where appropriate, these should be used to reveal aspects of change in national life	
Geography	
Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key Use basic geographical vocabulary to refer to: i. key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather ii. key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop	
Computing	
Internet and online safety Handling data	
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/ visitors

Police officer

Museum of London

Ragged school museum

FG Community garden