



Year 2

Science: Animals including humans

- Notice that animals, including humans, have offspring which grow into adults.
- Find out about and describe the basic needs of animals, including humans, for survival (water, food and air).

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.

Music: Charanga: Zoo time and Charanga—Friendship song

- 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.

DT: Food—preparing fruit and veg. Carrot cakes.

- To design purposeful, functional, appealing products for themselves and other users based on design criteria.
- To generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.
- To select from and use a range of tools and equipment to perform practical tasks.
- To select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.
- To explore and evaluate a range of existing products.
- To evaluate their ideas and products against design criteria.
- Use the basic principles of a healthy and varied diet to prepare dishes
- Understand where food comes from.

Art: Under the sea, Creating sea creatures out of clay

- 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.
- To know 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.

History:

- Significant historical events, people and places in their own locality.
- The lives of significant individuals in the past who have contributed to national and international achievements.

English:

Key genres: Character description, story Key texts: Beatrix Potter stories

Maths:

Multiplication and division, fractions, position and direction, time

Beatrix Potter

In your opinion what was Beatrix Potter's greatest achievement?



PE: Yoga, team games, fitness - health related exercise, multi-skills

- 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.

RE:

What do Buddhists believe?

How does belonging make you feel?

PSHE:

Behaviour	Emotions	Choices
Teasing	Love	Enterprise
Local citizenship	Sadness	
Responsibility	Money	

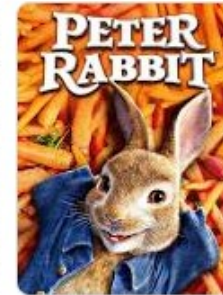
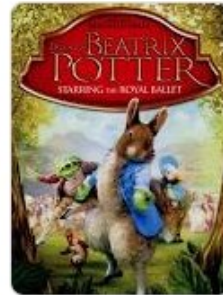
Computing: Digital photography and programming with Scratch Junior.

- Use technology purposefully to 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 when they have concerns about content or contact on the internet or other online technologies.
- Understand what algorithms are: how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.
- Create and debug simple programs.

How can I explore this at home?



Take a trip to Hill Top. It is a 17th-century house in Near Sawrey near Hawkshead, Cumbria. The house was once the home of children's author and illustrator Beatrix Potter who left it to the National Trust.



Watch films inspired by Beatrix Potter's work.



Read Beatrix Potter's stories.

Try growing your own plants!

Make your own miniature garden.