

Year 2	English Texts	Science	Geography	History	Design Technology	Art and Design	Music	Computing	PE	PSHE RE
Explore Term 1 and 2	The Diary of the Killer Cat series Anne Fine	Living, non-living, never alive. Animals including humans.	Compare and contrast UK with Brazil. Learn about the oceans and the continents.		Make a diorama of a rainforest. Make symbols for weather forecast. Make 'sprung' leaves/flowers.	Learn about Henri Rousseau. Sculpt clay into present for Christmas.	Rainforest music, musical instruments. Listening to various musical artists. Choosing appropriate music for a travel programme. Call and response music.	Learning parts of a computer. Identifying what makes a computer work. Learning how to take good images, how to film using an ipad and how to edit pictures and video.	Ball games. Dance.	What makes a good friend? Signs and symbols What is bullying? Christmas
		Animal habitats Identify animals and plants Seasons	Use world maps, atlases and globes. Use aerial photos. Make a weather map for Brazil, using a key.							
Discover Term 3 and 4	The Great Fire of London	Materials Identify and compare the suitability	To know the capital cities of the UK countries.	To learn about a significant event in history. (The Great	Design and build Tudor house.	3D drawing of Tudor houses.	Singing songs; Pitch, dynamics, tempo.	Computing systems and word processing. Online safety.	Gymnastics.	What jobs do people do? Special Places



		of a variety of materials. How materials can change	Use simple compass directions	Fire of London). Learn about the lives of significant individuals in the past (Samuel Pepys).		Use of mixed media.				What helps us to stay safe? Easter
Create Term 5 and 6	The Magic Finger – Roald Dahl.	Observe and describe how seeds and plants grow. (sunflowers, hyacinth bulbs). Conditions of plant growth		Learn about the lives of significant individuals in the past.	DT DAY; Design, make and evaluate musical instruments for a carnival.	To use a range of materials creatively to design and make products. Learn about the work of a range of craft makers, artists and designers.	Samba music. Drumming group. Explore Timbre, tempo, rhythm, pitch and beat. Composing; Use graphic symbols	Data Handling	Athletics Tennis/ Hockey/ Team games.	What helps us to grow and stay healthy? Religious Leaders How do we recognise our feelings? Difficult questions