

Autumn 2 Year 2

Working scientifically

- asking simple questions and recognising that they can be answered in different ways
- observing closely, using simple equipment
- performing simple tests
- identifying and classifying
- using their observations and ideas to suggest answers to questions
- gathering and recording data to help in answering questions.

Science -Living things and their habitats

- explore and compare the differences between things that are living, dead and never been alive.
- Identify that most living things live in habitats suited and provide their basic needs and how they depend on each other.
- Identify and name a variety of plants and animals in their habitat, including micro-habitats.
- Describe how animals obtain their food from plants and other animals, foodchain, name different sources of food.

Geography

- Identify seasonal and daily weather patterns in the UK and the location of hot and cold areas of the world.
- use basic geographical vocabulary to refer to:
- key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather
- key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop

Computing

- use logical reasoning to predict the behaviour of simple programs

Computing - ongoing

- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

PE - ongoing

- 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.

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Music - ongoing

- 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.

Design Technology - ongoing

Design

- 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

Make

- select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
- select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

Evaluate

- explore and evaluate a range of existing products
- evaluate their ideas and products against design criteria

Technical knowledge

- build structures, exploring how they can be made stronger, stiffer and more stable
- explore and use

SEAL

I can make someone else feel good by giving them a compliment.

I know what to say when someone gives me a compliment.

I know that people don't always see things in the same way.

I can see things from someone else's point of view.

I can use my ability to see things from the other point of view to make a conflict situation better

I know that sometimes anger builds up and that I can be overwhelmed by my feelings

I can decide with my group about how well we have worked together