

Science

Animals including humans.

- To learn that animals (including humans) grow and reproduce.
- To understand the way feeding and growth helps to look after ourselves to stay healthy.
- To make and record observations and simple comparisons.
- To understand the basic needs of animals and humans.
- To understand the human lifecycle.
- To understand that as we grow we go through changes.
- To understand how science is relevant to personal health and to relate science to aspects of everyday life such as food, exercise, medicines.

Art

Collages based on the celebration of Christmas.

- To create individual and group collages.
- To use different types of materials on a collage.
- To explain why they have chosen certain materials.
- To try and use repeated patterns in their collage.
- To demonstrate ideas in sketch books.
- To set out ideas, using 'annotation' in sketch books.
- To explain how other artist/craft maker/designer have used colour, pattern and shape in their work.
- To create a piece of work in response to another artist's work.

Music

Singing and learning songs for a performance.

- Listening and appraising
- Vocal warm ups
- Learning new songs
- Adding percussion to singing

Year 2 – Autumn 2

What makes a perfect celebration?

Hook Lesson: Children to have a class celebration including food and dancing.



RE

Theme: Christmas - Jesus as gift from God

Concept: Incarnation

Key Question: Why do Christians believe God gave Jesus to the world?

Religion: Christianity

Geography

Non-European contrasting locality based on Canada.

- To understand where Canada is in the world.
- To recognise and locate Canada on a world map, atlas and a globe.
- To understand the physical and human features of Canada.
- To find out what Canadian culture is like.
- To know that celebrations of different events, in different nations can be celebrated in similar ways.
- To explain the geographical similarities and differences between Canada and the UK.

Computing

Robot Algorithms

- To follow instructions given by someone else
- To choose a series of words that can be enacted as a sequence
- To predict the outcome of a sequence
- To explain the choice I made for my mat design
- To create an algorithm to meet my goal
- To test my mat to make sure that it is usable

PE

Dance

- To dance imaginatively.
- To change rhythm, speed, level and direction.
- To dance with control and co-ordination.
- To make a sequence by linking sections together.
- To link some movements to show a mood or feeling.

Games

- To practise catching.
- To use hitting, kicking and/or rolling in a game.
- To follow rules.