

**English:**

•**Trial and Forfeit story** - To invent a version of 'Theseus and the minotaur' about themselves being tested to overcome a problem.

•**Recount** - To write a diary entry about an important event in their lives

•**Wasted wishes story** - To invent a version of 'The fisherman and his wife' where they are the main character who wastes their 3 wishes.

•**Explanation** - To write an explanation text on how to keep healthy

•Description of a healthy meal and unhealthy meal.

**Class Novel**

•Flat Stanley

**History:**

1. Use artefacts, pictures, stories, online sources and databases to find out about the past.
2. Identify some of the different ways the past has been represented.
3. Recognise that there are reasons why people in the past acted as they did.
4. Describe significant people from the past

**Geography:**

1. To use world maps atlases maps and globes to identify continents and countries.
2. Study the physical and human geography of a small area in the UK and a contrasting of non EU country.

**Programme of Study**

Topic: Strong and Healthy

Year: 2

Term: Spring

**Art and Design:**

1. Develop artistic techniques of line, form and space in relation to the face. (Drawing, pastels, painting)
2. Describe the similarities and differences between the works of Rembrandt and Vermeer.

**Design and Technology:**

1. Explore and use mechanisms (split pin people)
2. Use the basic principles of a varied and healthy diet to prepare dishes.
3. Explore and evaluate a range of existing products. (compare shop bought and home baked biscuits).
4. Selecting from and use a range of tools and equipment for cutting, arranging and shaping.

**Trips, Visitors and Outdoor Learning:****RE : Judaism: Beliefs about God****Christianity: Jesus's friends and his teaching**

1. identify how they have to make their own choices in life
2. Explain how actions affect others
3. Show an understanding of the term 'Morals'
4. Identify the things that are important in their own lives and compare these to religious beliefs
5. Relate emotions to some of the experiences of religious figures studied
6. Ask questions about puzzling aspects of life

**Music:**

1. Use their voices expressively and creatively by singing songs and speaking chants and rhymes.
2. Play tuned or untuned instruments musically.
3. Listen with concentration and understanding to a range of high-quality live and recorded music.
4. Experiment with, create, select and combine sounds using the inter-related dimensions of music

**Physical Education:**

1. Master basic movements including throwing, catching and bouncing.
2. Participate in team games.
3. Develop simple team tactics for attacking and defending.
4. Master basic movements including running and jumping.
5. Participate in relays.
6. Master basic movements including striking.
7. Develop balance, agility and co-ordination and begin to apply these in a range of activities.
8. Perform simple movement patterns through short sequences.
9. Perform dances using simple movement patterns in response to music.

**Science:**

Animals, including humans

1. identify the stages of the human life cycle.
2. explain the purpose of a skeleton and muscles.
3. list the different parts of the body and their functions.
4. identify skeletons of animals and humans.
5. describe the different characteristics of bones and their functions.
6. explain what humans need to keep their bodies fit and healthy.
7. groups animals based on their diet.
8. explain what I need to for a balanced meal.
9. identify different food groups.
10. explain the importance of exercise.
11. explain that animals have off spring that become adults.
12. draw a simple food chain.

**Computing:****We are Photographers**

1. capture images using digital cameras.
2. download and save pictures in a specific location.
3. select and delete appropriate images.
4. appropriate software to edit images.
5. *Digital cameras, Word, Web browser*

**We are researchers**

5. research facts about a specific year.
6. use Word to present relevant information.
7. copy, paste and edit text.
8. use graphic programmes to create information graphic.
9. Powerpoint, Word, Paint