

## Science:

### Plants

1. describe the life cycle of a plant.
2. find similarities and differences between flowering plants.
3. explain how seeds are formed.
4. explain how seeds are dispersed.
5. explain how plants get water.
6. distinguish between living things, dead things and things that have never lived.
7. explain that all living things need food, water... (life processes)
8. explain the functions of different parts of a flowering plant.

### Living things and their habitat

1. Identify similarities and difference between plants and animals.
2. make predictions about animals and plants found in local habitats.
3. I identify similarities and differences between local habitats.
4. I describe the conditions in different habitats.
5. explain how plants and animals rely on one another in the same habitat.
6. explain how most animals are suited to their habitat (adaptation)
7. I explain how different plants and animals obtain food.

## Computing:

### We are detectives

1. write and send e-mails using attachments.
2. open and read e-mails.
3. create an address book.
4. flag, forward and reply to emails.

### We are zoologists

1. use internet use internet searches safely.
2. present data in a visually interesting way using different fonts and images.
3. Powerpoint, Excel, Google Maps, Google Earth, Word, Web browser

## History: N/A

### Geography:

1. Name and locate the worlds 7 continents and 5 oceans.
2. Understand similarities and differences of an area in the UK and other countries.
3. Location of hot and cold locations in relation to the equator, and north and south pole.
4. Compass directions and locational and directional language to describe locational features and routes on a map.
5. Identify the position of countries on a globe and its significance.

**Programme of Study**  
**Topic: Around the world in 60 Days**  
**Year: 2**  
**Term: Summer**

### Art and Design:

1. Develop a wide range of art techniques using colour and pattern (Painting)
2. Study Aboriginal, African and Indian art works, comparing practices and disciplines. (Water colour, poster paint, Drawing)
3. Use painting to develop their ideas and experiences using the techniques studied.
4. Use a range of materials such as oil pastels or crayon.

### Design and Technology:

1. Design a piece of fabric based on design criteria.
2. Select from a wide range of materials and components to make their musical instruments.

### Trips, Visitors and Outdoor Learning:

## RE

### Islam: Following Allah's teaching from the Qur'an Islam: The Mosque

1. Name some religious symbols
2. Explain the meaning of some religious symbols
3. Recognise, name and describe some religious artefacts, places and practices

### Physical Education:

1. Master basic movements including running, throwing and catching.
2. Develop simple team tactics for attacking and defending.
3. Perform dances using simple movement patterns.
4. Develop balance, agility and co-ordination.

### 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.