

Year 2 – Summer Curriculum Overview

'Each and Every Child' ... EXCELLENCE - TRUST - WISDOM - FRIENDSHIP - ENDURANCE

Science	History	Geography
<p>Unit: Plants</p> <ul style="list-style-type: none"> Explain that plants produce offspring that grow from seeds or bulbs into mature plants <p>Unit: TAPs (Enquiry skills based on previous learning)</p> <ul style="list-style-type: none"> Describe how habitats vary, and give examples of animals and plants suited to specific ones Know how habitats vary and how specific animals and plants are suited to specific ones Know how everyday materials are suited to different uses Know how the shape of some solid objects can be changed by squashing, bending, twisting and stretching. Know that animals produce offspring that grow into adults Know that plants produce offspring that grow from seeds or bulbs into mature plants Know that plants need water, light and a suitable temperature to grow and stay healthy 	<p>Unit: Local History - Liverpool</p> <ul style="list-style-type: none"> Know how Liverpool has changed over time Know ways that the Albert Dock changed over time Know the importance of the Beatles to Liverpool. 	<p>Unit: Comparing Locations</p> <ul style="list-style-type: none"> Know the human and physical features of Australia. Know the names of the 7 continents and 5 oceans and identify them on a world map. Know the geographical location of the UK and Australia on a world map. Know the similarities and differences between an urban area in Merseyside (UK) and Sydney (Australia). Know the similarities and differences between a rural area in Merseyside (UK) and the outback in Australia. Know that Australia has a hot climate due to its close proximity to the Equator.
Computing	Art and DT	Religious Education
<p>Unit: Making Music:</p> <ul style="list-style-type: none"> Know a computer can be used to create a piece of music for a purpose. Know that there are patterns in music and consider how different musical sequences create different effects. <p>Unit: An Introduction to Quizzes</p> <ul style="list-style-type: none"> Know that a series of instructions is a sequence and can be issued before enacted and to apply this to their work 	<p>Art Unit Mixed Media Coastlines – Alfred Wallis</p> <ul style="list-style-type: none"> Know that refining lines increases the accuracy of their drawing. Know that an eraser can be used to refine lines but also to lighten shaded areas Know that tones can be blended from light, mid to dark using a pencil. Know that directional shading is moving the pencil back and forth using contour lines (a shape's outer line) as a guide. Knows that a gradient is a gradual change from one element to another such as light to dark or from one colour to another. 	<p>Unit: Places of Worship</p> <ul style="list-style-type: none"> that the church is a special place where Christians meet to worship and pray. the church is a holy blessed space. the story of Moses and the people of God building the tabernacle (tent of meeting) to house the ark of the covenant. that world faiths have special holy places of worship, what these buildings are called, their key features, and the worship that takes place there.

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- Know how logical reasoning can be used to predict the outcome of a program and to trace a sequence to form this prediction and test it.
- Create and debug a program that they have written

- Know how to create different painting effects using layering of paint.
- Know how tints can be created by adding white and shades of one colour can be created by adding black
- Know that different size/shaped brushes create different effects.
- Know which brushes are best for creating a stippled effect.
- Know that paintbrushes can differ in appearance and purpose: - Flat brush – straight edges or blocked strokes - Rounded brush – can be used for lots of different styles of painting.

DT Unit: Puppets

Design

- Know what a user is and design appealing products for that user.
- Know what functional means.
- Know that a product has to be functional and explain how their design works.
- Know the term purposeful and to create a purposeful product.

Make

- Know the purpose of a template and to use templates in their making.
- Know how simple 3-D textile products are made.
- Know what a template is and use templates to create two identical shapes.
- Know how to join fabrics using different techniques e.g. running stitch, glue and stapling and demonstrate this.
- Know how to do running stitch
- Know different finishing techniques that can be used e.g. using painting, fabric crayons, stitching, sequins, buttons and ribbons and demonstrate in their work.

Evaluate

- Know what an evaluation is.
- Explore and evaluate a range of existing products.
- Evaluate their product against the design criteria.
- Be able to discuss how well their product works in relation to the purpose and the user.