



## Annual Overview Curriculum 2016

Year Group: 2

Term	Science	Computing (4 ELOs)	History (4 ELOs)	Geography (3 ELOs)	Art & Design (3 ELOs)	Music (4 ELOs)	DT (3 ELOs)	PD	PE (1 ELO)
<b>Autumn 1</b> Animal Magic (Mammals) Visit to Marwell Zoo Children will study poems on animals,  Children will produce an information booklet on animals	<b>Living things and their habitats</b> <ul style="list-style-type: none"> <li>• Explore and compare the differences between living, dead, and things that have never been alive.</li> <li>• Identify that most living things live in habitats to which they are suited and describe how different habitats provide for their basic needs of different kinds of animals and plants, and how they depend on each other</li> <li>• Identify and name a variety of plants and animals in their habitats, including microhabitats</li> <li>• Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food.</li> </ul>	Switched On (Computer networks) - We are researchers. Children research dangerous animals around the world.		<ul style="list-style-type: none"> <li>• Children will:.</li> <li>• Locate hot and cold areas of the world in relation to the Equator and the North and South Poles.</li> <li>• Use basic geographical vocabulary to refer to key physical features – vegetation, season, weather.</li> <li>• Use world maps, atlases and globes to identify countries, continents and oceans.</li> </ul> Children will locate the continents of the Australian outback, Africa and the Savannah and identify their key physical features.	Artwor k in the style of Aborigi nal Art.	Music Express Duration	Build and design an animal shelter and an enclosure for an animal in a safari park.	New Beginn ings	<ul style="list-style-type: none"> <li>• Participate in team games, developing simple tactics for attacking and defending.</li> <li>• Perform dances using simple movement patterns.</li> </ul> Tag Rugby

<p><b>Autumn 2</b> Famous for more than 5 minutes Explorers and Bonfire Night- Guy Fawkes</p> <p>Louis Braille</p> <p>Christmas</p>	<p><b>Living things and their habitats ( continued )</b></p>	<p>Switched On. We are photographers. Taking, selecting and editing digital images.</p>	<p>Bonfire night, The life of Guy Fawkes. The life of Louis Braille</p>	<p>Children will locate the continents the explorers found .</p>	<p>Bonfire Pictures</p>	<p>Music Express</p> <p>pulse and rhythm</p> <p>Children will learn Christmas songs</p>	<p>Junk model fireworks</p> <p>Children write their own name in Braille</p> <p>Children will make Christmas decorations</p>	<p>Getting on and falling out</p>	<p>Netball</p>
<p><b>Spring 1</b> <u>Space</u></p> <p>Neil Armstrong</p> <p>Tim Peake</p>	<p><b>Animals including humans.</b></p> <ul style="list-style-type: none"> <li>• To notice that animals, including humans have offspring which grow into adults</li> <li>• To find out about and describe the basic needs of animals, including humans, for survival (water, food and air)</li> <li>• To describe the importance for humans of exercise, eating the right amounts of different types of food, ad hygiene.</li> </ul>	<p>Switched On ( Computational thinking) Exploring how computer games work. We are games testers.</p>	<p>Significant people in history. History of the first man on the moon. The first man on the moon. Neil Armstrong.</p> <p>Tim Peake, the first British man to join a space station international</p>	<p>Name the planets. Recognise the solar system.</p>	<p>Collage of the planets.</p> <p>Paint the sky at night</p> <p>Make a space station and rocket.</p>	<p>Music Express</p> <p>Explor-ing pitch</p>		<p>Going for Goals</p>	<p>Handball</p>

Visit to Streetwise.			crew.						
<b>Spring 2</b> <b>Mysterious Journeys Space continued</b> (Transport - changes in living memory NC)	<b>Materials</b> <ul style="list-style-type: none"> <li>To identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses</li> <li>To find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.</li> </ul>	Switched On. Programming on screen. We are astronauts.	Significant people in history. Chronological changes in transport, their uses and inventors.	Reading maps, looking at the local area	Children will recognise some famous Abstract Expressionist painters, e.g. Jackson Pollock Wheel printing.	Music Express Instruments and symbols	Children design and make their own rockets and space station	Good to be me	Tennis
<b>Summer 1 (SATS)</b> <b>Seaside Holidays</b> Seaside towns of GB Seasides now and then (NC) We are Great Britain)	<b>Plants</b> To find out and describe how plants need water, light and a suitable temperature to grow and stay healthy.	Switched On . We are detectives. Communication /collaboration  Email/Software/ Word  Children send an email from their seaside home.	Seaside in the past. Children will learn about the similarities and differences of life at the seaside in the past and now.	Children will Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas. Use basic geographical vocabulary to refer to key physical features and key human features. Use world maps, atlases and globes to identify the United Kingdom and its countries. Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple	Create seaside picture using shells	Music Express  Exploring timbre	Design and make their own Seaside collages  Message/ ship in a bottle	Relationships	Athletics

				map; and use and construct basic symbols in a key.  Children will study our seaside locality  .					
<b>Summer 2</b> Christchurch  Children will produce an information booklet on Christchurch	<b>Plants (continued)</b>	Switched On. Recording Data. (productivity)	History of Chr/ch. Visit St.Joseph's Church	Use basic geographical vocabulary to refer to and describe key physical and human features of locations.	Van Gogh - sunflowers	Music Express  tempo and dyna - mics	Junk modelling from from Christchurch eg ducking stool whipping post and the Tower.	Changes	cricket