

Greensted Infant School & Nursery - Curriculum Planning

Year 2 – 2nd half Spring Term

Themes used to teach the curriculum are at the discretion of the Year Group teachers, and are to be planned & evaluated with the children.

Literacy	See separate planning
Maths	See separate planning
Science	Investigational work: Asking simple questions & recognising that they can be answered in different ways; observing closely, using simple equipment; performing simple tasks; identifying & classifying; using their observations and ideas to suggest answers to questions; gathering & recording data to help in answering questions. Identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the word in relation to the Equator and the North and South Poles Notice that animals, including humans, have offspring which grow into adults Find out about and describe the basic needs of animals, including humans, for survival (food, water, air)
Computing	Computing is taught in the Junior School ICT suite by a Junior member of staff. Programmes used: Word & Powerpoint, Portraits, Basic coding, E-Safety Understand what algorithms are, how they are implemented as programs on digital devices; and that programs execute by following precise & unambiguous instructions Create and debug simple programs Use logical reasoning to predict the behaviour of simple programs Use technology purposefully to create, organise, store, manipulate & retrieve digital content Recognise common uses of information technology beyond school Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies
Design & Technology	Design: To design purposeful, functional, appealing products for themselves and other users based on design criteria Generate, develop, model and communicate ideas through templates, mock ups, & where appropriate, ICT Make: Select from and use a range of tools and equipment to perform practical tasks Select from & use a wide range of materials & components, including construction materials, textiles & ingredients Evaluate: Explore & evaluate a range of existing materials. Evaluate own ideas and products against design criteria Technical knowledge: Build structures, exploring how they can be made stronger, stiffer & more stable Explore use mechanisms (eg levers, sliders, wheels & axles) in their products Cooking & Nutrition: Use the principles of a healthy & varied diet to prepare dishes Understand where food comes from
Art & Design	Choose 1 artist to study from: van Gogh, Lowry, Henry Moore, Picasso, Kandinsky, Arcimboldo. Through this context: Use a range of materials creatively to design & make products Use drawing, painting & sculpture to develop and share ideas, experiences, & imagination To develop a wide range of art & design techniques in using colour, pattern, texture, line, shape, form & space Learn about the range of artists, craft makers & designers, describing the differences and similarities between different practices and disciplines, & making links to their own work

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H35. about what to do if there is an accident and someone is hurt
H36. how to get help in an emergency (how to dial 999 and what to say)
Drugs, Alcohol & Tobacco
H37. about things that people can put into their body or on their skin; how these can affect how people feel