

Content of the Curriculum: Year 2

*Also see Measham CE Assessment BANDS for English/Maths

Year 2: Science

Across all year groups scientific knowledge and skills should be learned by working scientifically

Biology

Plants	Identify, classify and describe their basic structure Observe and describe growth and conditions for growth
Habitats	Look at the suitability of environments and at food chains
Animals and humans	Identify, classify and observe Look at growth, basic needs, exercise, food and hygiene

Chemistry

Materials	Identify, name, describe, classify, compare properties and changes Look at the practical uses of everyday materials
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Physics

Forces	Describe basic movements
Earth and space	Observe seasonal changes

Year 2: Computing

Understand use of algorithms are, how they are implemented as programs on digital devices, and that programs execute by following a sequence of instructions

Write and test simple programs

Use logical reasoning to predict the behaviour of simple programs

Organise, store, manipulate and retrieve data in a range of digital formats

Communicate safely and respectfully online, keeping personal information private and recognise common uses of information technology beyond school

Year 2: Art and Design

Use experiences and ideas as the inspiration for artwork

Share ideas using drawing, painting and sculpture

Explore a variety of techniques

Learn about the work of a range of artists, artisans and designers

Year 2: Music

Use their voices expressively by singing songs and speaking chants and rhymes

Play tuned and untuned instruments musically

Listen with concentration and understanding to a range of high-quality live and recorded music

Make and combine sounds using the inter-related dimensions of music

Year 2: Design and Technology

Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making.

Design	Design purposeful, functional, appealing products for themselves and other users based on design criteria
	Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology
Make	Select from and use a range of tools and equipment to perform practical tasks such as cutting, shaping, joining and finishing
	Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics
Evaluate	Explore and evaluate a range of existing products
	Evaluate their ideas and products against design criteria
Technical knowledge	Build structures, exploring how they can be made stronger, stiffer and more stable
	Explore and use mechanisms, such as levers, sliders, wheels and axles, in their products
Cooking and nutrition	Use the basic principles of a healthy and varied diet to prepare dishes
	Understand where food comes from

Year 2: PE

Participate in team games, developing simple tactics for attacking and defending

Perform dances using simple movement patterns

Year 2: RE

Study the main stories of Christianity

Study at least one other religion. Choose from Buddhism, Hinduism, Islam, Judaism or Sikhism

Study other religions of interest to pupils