How can people change the world?	English	 Geography	
YEAR 2 SPRING TERM	Information texts In this unit children are given the opportunity to share their knowledge and expertise with others and to experiment with the language and organisation of nonfiction genres. This class writing project will show children that they can be knowledgeable about a subject and that sharing this knowledge is an enjoyable, social and satisfying thing to do. Memoirs In this unit children will begin to understand the power of writing as a reflective tool; it shows children that they can share heartfelt moments from their lives - funny, sad, happy, strange, surprising, or maybe scary. The best memoirs are the things that occur in everyday life to which we can all relate to. They show us how others see and experience the world, and help us appreciate all the things we have in common.	Place knowledge • Know the main differences between a place in England and that of a small place in a non-European country. Locational knowledge • Know the names of and locate the seven continents of the world and locate the world's 5 oceans.	
Science	Reading	History	
Animals including Humans 1(Growth) 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. Understand the importance for humans of exercise, eating healthy and hygiene. Everyday materials Identify different materials Name everyday materials • Know why a material might or might not be used for a specific job Properties of materials • Know how materials can be changed by squashing, bending, twisting and stretching • Compare the use of different materials • Compare movement on different surfaces What can you remember? • Ask simple questions • Perform simple tests • Perform simple tests • Gather and record data to help answer questions Which material is best? How does it move?	Little People, Big Dreams — Amelia Earheart Rosie Revere Engineer — Andrea Beaty Moth - An Evolution story Focus on all of the VIPERS skills — vocabulary, infer, predict, explain, retrieve and sequence.	Chronological Knowledge Order dates from the earliest to latest date on simple timelines Describe memories and changes that have happened in their own lives Historical Enquiry Look carefully at pictures and objects to find information Find answers and respond to simple questions about the past Choose and select evidence and say how it can be used to find out about the past	

· Solve a problem	Investigate		Maths		Art and Design	
Observe closely and use obsend ideas to suggest answers Gather and record data to hanswer questions	servations Observe Draw conclusions	Power Maths Money Multiplication and Divi Length and height Mass and capacity		Main A Mediur Graphite Pastels & Paper, st Key Cor emotion our who That we of how v apply, ar That we	rtist Focus: Molly Haslund and Kandinsky n stick or soft B pencil, Handwriting Pen, & Chalk, Paper, (Sketchbook Making Task: cring, elastic bands, glue) ncepts: That drawing is a physical and al activity. That when we draw, we can move	
Music					Computing	
Unit 3 – Rhythm Recognise rhythmic patterns found in speech and songs Demonstrate the difference between pulse and rhythm through physical movement, playing and singing Perform with a good sense of pulse and rhythm Use stick notation to record rhythms Comment on own and other people's performances using Yr 2 vocabulary learnt Unit 4 – Pitch Respond to the musical stimulus, considering appropriate pitch choices for composition. Demonstrate increased understanding of basic musical features such as pitch, rhythm and dynamics through performance Demonstrate awareness of a link between shape, pitch and rhythm using graphic notation. Use graphic notation to show pitch, rhythm and volume and perform from the score Comment on own and other people's performances using Yr 2 vocabulary learnt					Creating Media — Digital Photography Learners will learn to recognise that different devices can be used to capture photographs and will gain experience capturing, editing, and improving photos. Finally, they will use this knowledge to recognise that images they see may not be real.	
Design Technology		PE	PHSE /Jigsaw		RE	
Paper aeroplanes Design and create a safety jacket for a pilot NC KS1: Select from a range of materials and components NC KS1: Measure, mark out, cut and shape	Dance/ Gym FUNS Station 5 Dynamic Balance On a Line FUNS Station 4 Static Balance Stance	Games/Athletics FUNS Station 9 Coordination Ball Skills FUNS Station 7 Counter Balance with a Partner	Unit 3 Dreams and Goals Unit 4 Healthy Me		Who is a Muslim and what do they believe? PART 2 3C link - Compassion Why does Easter matter to Christians? 3C link - Compassion	