

BISHOP CREIGHTON ACADEMY - THE LEARNING JOURNEY OF A YEAR 2 SUPERHERO

	YEAR 2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Science	Animals inc humans (Offspring, animals and young) <ul style="list-style-type: none"> 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 (water, food and air) 	Everyday materials <ul style="list-style-type: none"> identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching 	Living things and their habitats <ul style="list-style-type: none"> explore and compare the differences between things that are living, dead, and things that have never been alive identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other identify and name a variety of plants and animals in their habitats, including microhabitats 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 		Plants <ul style="list-style-type: none"> observe and describe how seeds and bulbs grow into mature plants find out and describe how plants need water, light and a suitable temperature to grow and stay healthy 	Animals inc humans (Healthy eating and exercise) <ul style="list-style-type: none"> describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene
Foundation subjects	Geography		Would you prefer to live in a hot or cold place? <ul style="list-style-type: none"> introduce to the basic concept of climate zones and mapping out hot and cold places globally compare features in the North and South Poles and Kenya as well as in the local area learn the four compass points learn the names and location of the seven continents 		Why is our world wonderful? <ul style="list-style-type: none"> identify features and major characteristics of the UK learn about some of the amazing places in the world name the oceans and locating these on a world map consider what is unique about the natural habitats in their locality use fieldwork to investigate and present this. 		What's it like to live by the coast? <ul style="list-style-type: none"> name and locate continents and oceans of the world and revisit countries and cities of the UK and surrounding seas learn about the physical features of the Jurassic Coast and how humans have interacted with this over time, including land use, settlements and tourism
	History	How was school different in the past? <ul style="list-style-type: none"> find out that schools have been in the locality for a long time but they have not always been the same look for similarities and differences and use a range of sources enabling them to recognise some continuity between their lives and the past 		How did we fly in the past? <ul style="list-style-type: none"> develop knowledge of events beyond living memory reinforce chronological understanding by looking at significant events in the history of flight on a timeline learn about the individuals who contributed to the history of flight 		What is a monarch? <ul style="list-style-type: none"> find out the role of a monarch investigate how William the Conqueror became King and learn how he used castles to rule learn about different types of castles and how these evolved 	
	Computing	2.1 Coding (6) To create a computer program using an algorithm. To understand the collision detection event. To understand what different events do in code. To understand the function of buttons in a program. To understand the need to test and debug a program repeatedly. Scratch Jnr (1) To create a program using a given design. To understand the need to test and debug a program repeatedly.	2.2 Online Safety (3) To know how to refine searches using the Search tool. To introduce Email as a communication tool using <i>2Respond</i> simulations. To open and send simple online communications in the form of email. To understand that information put online leaves a digital footprint or trail. 2.8 Presenting ideas (4) To explore how a story can be presented in different ways. To make a quiz about a story or class topic. To make a presentation to the class.	2.3 Spreadsheets (5) To use copying, cutting, and pasting shortcuts in <i>2Calculate</i> . To use <i>2Calculate</i> totalling tools. To add and edit data in a table layout. To use the data to manually create a block graph.	2.4 Questioning (6) To use yes/no questions to separate information. To construct a binary tree to separate different items. To use a database to answer more complex search questions.	2.6 Creating pictures (5) To look at the work of Impressionist artists and recreate them using the Impressionism template. To look at the work of pointillist artists such as Seurat. To look at the work of Piet Mondrian and recreate it using the Lines template. To look at the work of William Morris and recreate it using the Patterns template.	2.7 Making music (3) To explore, edit and combine sounds using <i>2Sequence</i> . To add sounds to a tune to improve it. To think about how music can be used to express feelings and create tunes which depict feelings. To record their own sound and upload it into the Sounds section. 2.5 Effective Searching (3) To understand the terminology associated with the Internet and searching. To create a leaflet to help someone search for information on the Internet.
	Art & Design	Craft and design: Map it out! <ul style="list-style-type: none"> respond to a design brief create a piece of art that represents their local area using a map as their stimulus learn three techniques for working creatively with materials evaluate their design ideas, choosing the best to meet the brief 		Painting and mixed media: Life in colour <ul style="list-style-type: none"> take inspiration from the collage work of artist Romare Bearden consolidate their knowledge of colour mixing and create textures in paint using different tools create their own painted paper in the style of Bearden use it in a collage, linked to a theme suited to their topic or classwork 		Sculpture and 3D: Clay houses <ul style="list-style-type: none"> develop ability to work with clay learn how to create simple thumb pots explore the work of sculptor Rachel Whiteread apply her ideas in a final piece that uses techniques such as cutting, shaping, joining and impressing into clay 	
	Design & technology		Structures: Baby bears chair <ul style="list-style-type: none"> use the tale of Goldilocks and the Three Bears as inspiration make baby bear a brand new chair 		Mechanisms: Fairground wheel <ul style="list-style-type: none"> design and create their own Ferris wheels 		Mechanisms: Moving monster <ul style="list-style-type: none"> learn the terms, pivot, lever and linkage design a monster which will move using a linkage mechanism

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	PSHE	Families and friendships <ul style="list-style-type: none">• Making friends; feeling lonely and getting help	Safe relationships <ul style="list-style-type: none">• Managing secrets; resisting pressure and getting help; recognising hurtful behaviour	Respecting ourselves and others <ul style="list-style-type: none">• Recognising things in common and differences; playing and working cooperatively; sharing opinions	Belonging to a community <ul style="list-style-type: none">• Belonging to a group; roles and responsibilities; being the same and different in the community	Media literacy and digital resilience <ul style="list-style-type: none">• The internet in everyday life; online content and information	Money and work <ul style="list-style-type: none">• What money is; needs and wants; looking after money	Physical health and Mental wellbeing <ul style="list-style-type: none">• Why sleep is important; medicines and keeping healthy; keeping teeth healthy; managing feelings and asking for help	Growing and changing <ul style="list-style-type: none">• Growing older; naming body parts; moving class or year	Keeping safe <ul style="list-style-type: none">• Safety in different environments; risk and safety at home; emergencies