







## Year 2 Creative Curriculum 2016/17

	Theme	Science	Computing	History	Geography	Art & Design	Design Technology	Music	PE	PSHE
<b>Autumn 1</b>	 <b>Towers, Tunnels &amp; Turrets</b>	<p>Materials Animal and their habitats Classification</p>	<p>Using technology to create, organise, store, manipulate and retrieve digital content.</p>	<p>Significant national and global events beyond living memory.</p>	<p>Geographical vocabulary associated with human features Using maps, atlases and globes to identify the UK, countries, continents and oceans The school and its grounds Human and physical features of the local environment</p>	<p>Drawing, painting and sculpture.</p>	<p>Product design Evaluating their design ideas and other products Select and use a range of materials Building structures.</p>	<p>Singing Percussion.</p>	<p>Movement skills Team games</p>	<p>Being Me in My World</p>
<b>Autumn 2</b>	 <b>Beat Band Boogie!</b>	<p>Use their observations and ideas to suggest answers to questions. Perform simple tests. Gather and record data to help in answering questions. Identify and classify.</p>	<p>Use technology purposely to create, organise store manipulate and retrieve digit content.</p>		<p>Use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment.</p>	<p>Develop a wide range of art and design techniques in using colour, pattern, texture, line shape form and space.</p>	<p>Select from and use a wide range of material and components, including construction materials, textiles and ingredients, according to their characteristic. Evaluate their ideas and products against design criteria.</p>	<p>Experiment with, create, select and combine sounds using interrelated dimensions of music. Use their voices expressively and creatively by singing songs and speaking chants and rhymes. Play tuned and untuned instruments musically.</p>	<p>Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and coordination and begin to apply these in a range of activities.</p>	<p>Celebrating Difference</p>

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Spring 1	 <p><b>Land Ahoy!</b></p>	Materials	Logical reasoning Using technology to create, organise, store, manipulate and retrieve digital content	Lives of famous people from different periods of history Significant national and global events beyond living memory	The four countries, capital cities and main characteristics of the United Kingdom Using maps, atlases and globes to identify the UK, countries, continents and oceans Compass directions Aerial photographs, plans and maps The school and it's grounds Human and physical features of the local environment	Using materials creatively Art and design techniques	Evaluating their design ideas and other products Select and use a range of materials Building structures Mechanisms	Singing Listening to live and recorded music	Team games Gymnastics	Dreams and Goals
Spring 2	 <p><b>Wriggle and crawl</b></p>	Identify and name a variety of plants and animals in their habitats, including micro-habitats Notice that animals, including humans, have offspring which grow into adults.	Create and debug programs. Use technology purposefully to create, organise, store, manipulate and retrieve digital content.		Use simple fieldwork and observational skills to study the geography of their school and its ground and key human and physical features of its surrounding environment.	Use a range of materials creatively to design and make products.	Understand where food comes from.	Play tuned and untuned instruments musically.	Perform dances using simple movement patterns	Healthy Me

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Summer 1	 <p><b>Muck, Mess &amp; Mixtures</b></p>	<p>Materials</p> <p>Answering scientific questions by carrying out simple tests, observing what has happened, suggesting answers to their questions and recording their results</p>	<p>Using technology to create, organise, store, manipulate and retrieve digital content</p>			<p>Using materials creatively</p> <p>Drawing, painting and sculpture</p> <p>Art and design techniques</p> <p>Learning about other artists</p>	<p>Healthy Eating</p> <p>Where does food come from?</p> <p>Product design</p> <p>Evaluating their design ideas and other products</p> <p>Select and use a range of materials</p>	<p>Percussion – tuned and un-tuned</p>	<p>Full Swing</p> <p>Yoga Bugs</p>	<p>Relationships</p>
Summer 2	 <p><b>Beachcombers</b></p>	<p>Animals and plants in their habitats</p> <p>Answering scientific questions by carrying out simple tests, observing what has happened, suggesting answers to their questions and recording their results</p>	<p>Using technology to create, organise, store, manipulate and retrieve digital content</p> <p>Uses of IT beyond school</p>		<p>Geographical vocabulary associated with physical features</p>	<p>Using materials creatively</p> <p>Drawing, painting and sculpture</p> <p>Art and design techniques</p> <p>Learning about other artists</p>	<p>Select and use a range of materials</p>	<p>Singing</p> <p>Composing</p>	<p>Outdoor games</p>	<p>Changing Me</p>