History
- Discuss changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life.

Geography
- Name and locate the world's seven continents and five oceans;
- Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas;
- Identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles;
- 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.

Use basic geographical vocabulary to refer to:
- key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather;
- key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop.

Art & Design
- Use a range of materials creatively to design and make products;
- Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination;
- Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space;
- Talk about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.

Year 2
Summer Term 2
Topic: Down at the Bottom of the Garden

PE
- Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities.
- perform dances using simple movement patterns.

Computing
Programming
- Program a robot or software to do a particular task
- Use programming software to make objects move
- Tell you the order I need to do things to make something happen and talk about this as an algorithm.
- Watch a program execute and spot where it goes wrong so that I can debug it.

Technology in our Lives
- Tell you why I use technology in my home and community.
- Identify benefits of using technology including communicating with others.
- Start to understand that other people have created the information I use.

e-Safety
- Talk about why I should go online for a short amount of time.
- Describe the things that happen online that I must tell an adult about.
- Know that not everyone is who they say they are on the Internet.
- Talk about why it is important to be kind and polite online and in real life

Handling Data
- Tell you what kind of information I could use to help me investigate a question.
- Start to understand a branching database

Multimedia
- Use technology to organise and present my ideas in different ways.
- Use the keyboard on my device to add, delete and space text for others to read.
- Save and open files on the device I use.

Design & Technology	Music	RE
- Think of an idea and plan what to do next. - Choose tools and materials and explain why I have chosen them. - Join materials and components in different ways. - Explain what went well with my work.	- Sing and follow a melody. - Listen out for things when listening to music.	**Birth of the Church** - Know that when the apostles received the Holy Spirit they spread the good news - Know that we too can spread the good news - know about the early Christian community - Understand that we are part of the Christian community today - Know that the apostles realised that God could work through them - Know the story of Peter's escape from prison – reflect on its meaning

Science	Maths	English
- 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. - find out about and describe the basic needs of animals, including humans, for survival (water, food and air)	**Number/Calculation** - Know 2, 5, 10x tables - Begin to use place value (T/U) - Count in 2s, 3s, 5s & 10s - Compare / order numbers, inc. < > = - Write numbers to 100 - Know number facts to 20 (+ related to 100) - Use x and ÷ symbols - Recognise commutative property of multiplication **Geometry & Measures** - Know and use standard measures - Read scales to nearest whole unit - Tell time to the nearest 5 minutes - Identify & sort 2-d & 3-d shapes - Identify 2-d shapes on 3-d surfaces - Use terminology of position & movement **Data** - Interpret simple tables & pictograms - Ask & answer comparison questions - Ask & answer questions about totalling	**Fiction** Adventure Stories Stories by the same author **Non-Fiction** Non-chronological report Recounts **Grammar** - Adverbs for when and how; - Homophones; - Expanded noun phrases; - Different sentence types; - Contracted form.