

### Year 2 Curriculum Objectives 2017 – 2018: Term 3

<b>School Value focus</b>	<i>Tolerance of all religions and values</i>		
<b>Overview of term across the school</b>	<b>Science:</b> <i>Materials/Light/Sound/Evolution</i>	<b>History:</b> <i>Events Beyond Living Memory/Ancient Civilisations</i>	
	<b>Computing:</b> <i>Multimedia and Communication/Computational Thinking</i>		
	<b>E-Safety:</b> <i>Contact</i>	<b>Art:</b> <i>Sculpture</i>	

<b>WRITING – LITERACY TREE/TEXTS</b> Stanley's Stick	<b>MATHS</b> Busy Ants Book 2B	
<b>SCIENCE</b> <b>Use of everyday materials</b> 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. <b>Working Scientifically</b> Asking simple questions and recognising that they can be answered in different ways Observing closely, using simple equipment Performing simple tests Identifying and classifying Using their observations and ideas to suggest answers to questions Gathering and recording data to help in answering questions	<b>HISTORY</b> <b>Events beyond living memory that are significant nationally or globally</b> [for example, the Great Fire of London, the first aeroplane flight or events commemorated through festivals or anniversaries]. The lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods [for example, Elizabeth I and Queen Victoria, Christopher Columbus and Neil Armstrong, William Caxton and Tim Berners-Lee, Pieter Bruegel the Elder and LS Lowry, Rosa Parks and Emily Davison, Mary Seacole and/or Florence Nightingale and Edith Cavell].	
<b>ART</b> <b>Use <u>sculpture</u> to develop and share their ideas, experiences and imagination</b> Use a range of materials creatively to design and make products Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space 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 ( <u>sculpture</u> )	<b>COMPUTING</b> <b>IT-Multimedia and Communication</b> Use technology purposefully to create, organise, store, manipulate and retrieve digital content: Photos, Film, Audio/Music <b>E-Safety:</b> Contact (protecting yourself, public v private) Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	
<b>PSHE</b> <b>Dot Com: Feelings, Feeling Safe and 'Uh-Oh' Signs</b> <b>SRE:</b> To explore some of the differences between males and females and to understand how this is part of the lifecycle <b>First Aid:</b> The unconscious casualty	<b>PE</b> Gymnastics and Invasion Game	<b>RE</b> <b>Christianity - Unit 4</b> To explore more about the life and ministry of Jesus linked to the story in the Bible. Jesus' friends and followers. The story of Zacchaeus and how Jesus showed him the way to live. Jesus' death and resurrection.
<b>MUSIC</b> <b>Teaching (topic linked if possible)</b> Experiment with, create, select and combine sounds using the inter-related dimensions of music		