



St. Gerard's Curriculum Overview Year 2

Computing

- understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous of instructions
- create and debug simple programs
- use logical reasoning to predict the behaviour of simple programs
- use technology purposefully to create, organise, store, manipulate and retrieve digital content
- recognise common uses of information technology beyond school
- use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about context or contact on the internet or other online technologies

Geography

Locational knowledge

name and locate the world's seven continents and five oceans

Place knowledge

understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom, and of a small area in a contrasting non-European country

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

Design Technology

Design (WINDING MECHANISM)

-design purposeful, functional, appealing products for themselves and other users based on design criteria

-generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology (cc link)

Make

-select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]

-select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

Evaluate

-explore and evaluate a range of existing products

-evaluate their ideas and products against design criteria

Technical knowledge

-explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products

Cooking & Nutrition

- Use the basic principles of a healthy and varied diet to prepare dishes
- Understand where food comes from
- Salads – where salad vegetables are from & to design a salad.

Science including working scientifically

- 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 micro-habitats
- 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
- 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
- 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)
- describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene
- 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.

PSHE

- Know how emotions and bodies change as they approach puberty and how to deal with their feelings towards themselves, their families and other in a positive way.
- Recognise the range of jobs that people do and how to build their skills for the future
- Know how to look after their money and the benefits of saving
- Know what democracy is
- Know how the media present information
- To recognise and challenge stereotypes

Art

- to use a range of materials creatively to design and make products (GUATEMALAN DOLLS – SPANISH DAY)
- to use drawing, painting and sculpture (ENVIRONMENTAL ART – Andy Goldsworthy) to develop and share their ideas, experiences and imagination
- to 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 (PICASSO & WILLIAM MORRIS), craft makers and designers (VOCATIONS WEEK), describing the differences and similarities between different practices and disciplines, and making links to their own work.

History

•events beyond living memory that are significant nationally or globally [for example, the Great Fire of London and events commemorated through festivals or anniversaries – e.g. Remembrance Day]

•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, Mary Seacole, Florence Nightingale and Samuel Pepys, Picasso cc link with ART]

Music

- use their voices expressively and creatively by singing songs and speaking chants and rhyme
- play tuned and un-tuned instruments musically
- listen with concentration and understanding to a range of recorded music **high-quality live** and recorded music (MULTIFAITH WEEK & Dan Callow)
- experiment with, create, select and combine sounds using the inter-related dimensions of music

Physical Education

- 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
 - participate in team games, developing simple tactics for attacking and defending
 - Perform dances using simple movement patterns.
- Dance, gymnastics, swimming, football, athletics, multiskills.

Modern Foreign Languages

Not a requirement for KS1

Covered:

- Greetings/Introductions
- Sign of the cross/prayers
- Answer questions
- Read words aloud
- Write and label Spanish items

Religious Education

Advent, Christmas, Lent, Holy week and Easter are taught to every class each year.

- Old Testament stories
- Sharing in the life of Jesus
- Parables and miracles
- Special celebrations
- Pentecost
- Our church
- The Mass