

	History	Science	Art and Design	Design Technology	Music	PE
Programme of Study	<p>Learn about changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life.</p>	<p>Identify and classify. Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.</p>	<p>Learn 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.</p> <p>Produce creative work, exploring their ideas and recording their experiences.</p>	<p>Use the basic principles of a healthy and varied diet to prepare dishes.</p>	<p>Use their voices expressively and creatively by singing songs and speaking chants and rhymes.</p>	<p>Perform dances using simple movement patterns.</p> <p>Participate in team games, developing simple tactics for attacking and defending.</p>
Year 2 Learning Intention (skills)	<p>Describe the everyday lives of people in a period within or beyond living memory.</p> <p>Sequence significant information in chronological order.</p>	<p>Observe objects, materials, living things and changes over time, sorting and grouping them based on their features and explaining their reasoning.</p> <p>Describe the stages of human development (baby, toddler, child, teenager, adult and elderly).</p>	<p>Explain why a painting, piece of artwork, body of work or artist is important.</p> <p>Make simple sketches to explore and develop ideas.</p>	<p>Describe the types of food needed for a healthy and varied diet and apply the principles to make a simple, healthy meal.</p> <p>Choose appropriate components and materials and suggest ways of manipulating them to achieve the desired effect.</p>	<p>Sing simple songs and chants with a sense of melody and shape.</p>	<p>Perform movements to express ideas, emotions or feelings, varying level, speed and direction.</p> <p>Play simple team games, understanding the rules and developing basic tactics to score points.</p>

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Year 2 Knowledge	<p>Aspects of everyday life from the past, such as houses, jobs, shops, objects, transport and entertainment, may be similar or different to those used and enjoyed by people today.</p> <p>A timeline is a display of events, people or objects in chronological order. A timeline can show different periods of time, from a few years to millions of years.</p>	<p>Objects, materials and living things can be looked at, compared and grouped according to their features.</p> <p>Human offspring go through different stages as they grow to become adults. These include baby, toddler, child, teenager, adult and elderly.</p>	<p>Works of art are important for many reasons: they were created by famous or highly skilled artists; they influenced the artwork of others; they clearly show the features of a style or movement of art; the subject matter is interesting or important; they show the thoughts and ideas of the artist or the artist created a large body of work over a long period of time.</p> <p>A sketch is a quickly-produced or unfinished drawing, which helps artists develop their ideas.</p>	<p>A healthy diet should include meat or fish, starchy foods (such as potatoes or rice), some dairy foods, a small amount of fat and plenty of fruit and vegetables.</p> <p>Properties of components and materials determine how they can and cannot be used. For example, plastic is shiny and strong but it can be difficult to paint.</p>	<p>The melody of a piece of music is the main tune, which is usually part of a larger piece of music. The shape of the music is the pattern created by the changing pitches of notes in a melody.</p>	<p>Movements can be performed along different pathways (straight, curved or zigzag), levels, speeds and directions. This can help performers to express different ideas, emotions or feelings. For example, if creating a dance about a storm, movements may be fast, with lots of changes of direction.</p> <p>A tactic is an action, such as passing the ball to a team member who is closer to the net, that helps the team to achieve something. Team members work together towards a shared goal, such as scoring points.</p>