Year 2 Tucana Class	**Wriggle and Crawl**	Cycle A 2020-2021 Term 4	St Peter's PRIMARY SCHOOL

	Science	Computing	Design and Technology	Art and Design	Geography	Music	PE
Programme of Study	Observe closely, using simple equipment. Identify and name a variety of plants and animals in their habitats, including microhabitats. Find out about and describe the basic needs of animals, including humans, for survival (water, food and air). Ask simple questions and recognise that they can be answered in different ways. Perform simple tests. 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. Notice that animals, including humans, have offspring which grow into adults. Use their observations and ideas to suggest answers to questions.	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs. Recognise common uses of information technology beyond school. RHE – Health Education Know that for most people the internet is an integral part of life and has many benefits. Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	Select from and use a range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing). Use the basic principles of a healthy and varied diet to prepare dishes.	Produce creative work, exploring their ideas and recording their experiences. Use a range of materials creatively to design and make products.	Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key.	Use their voices expressively and creatively by singing songs and speaking chants and rhymes. Play tuned and untuned instruments musically.	Perform dances using simple movement patterns.

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Year 2 Learning Intention (Skills)	Use simple equipment to measure and make observations. Explain how animals, including humans, need water, food, air and shelter to survive. View progression	Create a simple solution that tests an idea, predict the outcome and test and debug the solution to ensure that it works. Recognise why digital technology is used in the classroom, home and community. Plan and enter a sequence of instructions using a robot, specifying distance and angle of turn. Create and edit multimedia components for a range of tasks.	Prepare ingredients by peeling, grating, chopping and slicing. Choose appropriate components and materials and suggest ways of manipulating them to achieve the desired effect.	Make simple sketches to explore and develop ideas. Select the best materials and techniques to develop an idea.	Draw or read a range of simple maps that use symbols and a key.	Play tuned and untuned percussion instruments and use your voice with awareness of others.	Perform movements to express ideas, emotions or feelings, varying level, speed and direction.

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Year 2 Knowledge	Simple equipment is used to take measurements and observations. Examples include timers, hand lenses, metre sticks and trundle wheels. Animals need water, food, air and shelter to survive. Their habitat must provide all these things.	Computers' behaviour can be predicted and the outcome tested by following the steps of an algorithm and recognising that the computer will follow instructions precisely. Digital technology is used in everyday life and can be used to support learning and connect with others. Robots can be programmed to follow a series of instructions using algorithms. Multimedia components, such as text, images, audio and video clips, can be created, edited and combined to create content for a range of tasks.	Some ingredients need to be prepared before they can be cooked or eaten. There are many ways to prepare ingredients: peeling skins using a vegetable peeler, such as potato skins; grating hard ingredients, such as cheese or chocolate; chopping vegetables, such as onions and peppers and slicing foods, such as bread and apples. 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.	A sketch is a quickly-produced or unfinished drawing, which helps artists develop their ideas. Materials and techniques that are well suited to different tasks include ink; smooth paper and polystyrene blocks for printing; hard and black pencils and cartridge paper for drawing lines and shading; poster paints, large brushes and thicker paper for large, vibrant paintings and clay, clay tools and slip for sculpting.	A map is a picture or drawing of an area of land or sea that can show human and physical features. Maps use symbols and a key. A key is the information needed to read a map and a symbol is a picture or icon used to show a geographical feature.	Percussion instruments make a sound when they are hit, shaken or scraped. Tuned percussion instruments, such as the xylophone or timpani, produce notes of different pitches. They should be played with an awareness of pitch, rhythm and dynamics. Untuned percussion instruments, such as a bass drum or guiro, produce sounds with no definite pitch. They should be played with an awareness of rhythm and dynamics.	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.