

As athletes, we will take part in:

- Infant Agility- Indoor Athletics
- Running
- Team Games
- Gymnastics

As geographers, we will learn about:

UK Counties

- Name and locate UK local towns and major cities of the UK
- Locate human and physical features on maps
- Measure the distance between 2 places on a map
- Describe the human features of an area and the reasons for those features

As historians, we will learn about:

The history of Port Sunlight

- Investigate living conditions in the 19c
- The cultural impact of Port Sunlight
- The impact of WW1 on Port Sunlight
- Lord Leverhulme as a significant historical figure
- Compare and contrast changes from a time period

As learners of religion, we will study:

Diwali/ Hinduism

- Look at religious buildings, festivals, rituals, celebrations and symbols
- That people of different religions may believe in different things and practise in different ways

Christmas

- Use music, drama and dance to retell familiar stories
- Traditional stories and songs reflecting traditions present in the community

As artists, we will develop skills in:

Drawing – Self-portraits

- Investigating the work of Pablo Picaso
- Sketch from observation
- Draw realistic facial features
- Experiment with tone and shading

Painting – Colour Mixing

- Investigate the work of Wassily Kandinsky
- Mix paint to create secondary colours
- Make tints of colours by adding white
- Make tones by adding black

Y2 Autumn Term Learning Overview

As designers, we will design and make:

Bridges

- Design and label own diagrams
- Explain how the product will function
- Make a structure according to a design criteria
- Create joints and structures from a range of materials
- Suggest basic changes to improve products

As musicians, we will learn about:

Peter and the Wolf

- Begin to understand dynamics and tempo
- Identify the beat groupings in familiar music

Christmas

- Sing songs showing increasing vocal control
- Sing songs with a small pitch range using accurate pitch

As computer scientists, we will learn about:

Computing Systems and Networks

- To recognise that information technology can be connected

Making Music

- To use a computer to create a musical pattern
- To refine a musical pattern using a computer

As scientists, we will learn about:

Living Things and their Habitats

- Identify living and non-living things
- Understand living things share similar basic life processes
- Know that most living things live in habitats which provide for their basic needs
- Know that it would be difficult for living things to survive in a habitat they aren't suited to

Animals- Movement and Feeding

- Link life processes to the needs of animals
- Know that animals must eat, drink and breathe to stay alive
- Understand that different animals eat different food- omnivore, herbivore, carnivore
- Study the life cycles of different animals and understand various animals develop from offspring to adults in different ways

In Heartsmart, we will focus on:

Get Heartsmart:

- The choices we make affect us and those around us
- Words and actions have positive and negative consequences

Don't forget to let love in!

- Recognise and celebrate strengths and ways each of us is unique
- Learn to differentiate between truths and untruths