

## **SCIENCE**

### **Healthy Humans**

- \* Investigate what our bodies can do and what they need in order to be healthy.
- \* Explore the different food groups and food pyramids to find out what a balanced diet.
- \* Make a balanced meal plan.
- \* Taste test – different fruit juices (data handling – bar charts and bar graphs.)
- \* Learning about exercise and looking at the effects of exercise on muscles and bones.
- \* To design booklets for younger children all about keeping fit.
- \* Learning how to be safe with medicines, understanding dangers and designing their own safety codes for medicines.
- \* Learning about the importance of cleanliness, hygiene and rest.
- \* Investigating the best way to remove bacteria from our hands.

## **COMPUTING**

### **Questioning**

- To show that the information provided on pictogram is of limited use beyond answering simple questions.
- To use YES or No questions to separate information.
- To construct a binary tree to separate different items.
- Use 2Question (a binary tree) to answer questions.
- Use a database to answer more complex search questions. To use the search tool to find information.

### **Coding**

- To introduce algorithms.
- To use Repeat and Timer commands.
- Debugging.
- To explore the possible actions of different types of objects.
- To create a more complex program to retell a story, using 2Code.

## **HUMANITIES**

### **Memory Box**

Events/Changes since their lifetime.  
Using artefacts, timelines and sources.

# SUMMER 2

# YEAR 2

## **ARTS**

### **MUSIC**

- Use their voices expressively and creatively by singing songs and speaking chants and rhymes.
- Play tuned and untuned instruments musically.
- Listen with concentration and understanding to a range of high-quality live and recorded music.
- Experiment with, create, select and combine sounds using the inter-related dimensions of music.

### **ART**

- To use a range of materials creatively to design and make products
- To use drawing, painting and sculpture 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, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.

### **Healthy Humans**

**Art – Vincent Van Gogh study (Camille and the Sunflowers)**

## **PHYSICAL EDUCATION**

### **Striking and Fielding**

- Use FUNDamentals of movement to employ simple tactics in varied environments.
- With guidance participate displaying respect, fair play and working well with others

## **FRENCH**

Understand the difference between singular and plural

Children will learn a range of vocabulary for clothing focusing on Singular and plural words.

These words will include:

A dress, Trousers, a jumper, A T-shirt, A shirt and a skirt.