

# Subject Yearly Overview Year 2

		Term 1	Term 2
<b>Year 2</b>	Cornerstones	<b>Street Detective - History</b> About their local area. Key landmarks, services and the community, how these have changed over the years and what they, as the young generation, can do for their local area.	<b>Towers, Tunnels and Turrets - Design &amp; Technology</b> Knowledge of design, structures and materials. Tasks to design and build model bridges and buildings
	Computing	<b>KS1.5</b> Recognise common uses of information technology beyond school. <b>KS1.4</b> Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	<b>KS1.4</b> Use technology purposefully to create, organise, store, manipulate and retrieve digital content.
	Activities	Create shared folder in Teams for class files Download photos of a walk around local environment where they see and take images of specific things (as decided by class?) and create a Photostory or sequence that they saw the 'street furniture' in. Class discussion about types of transport / traffic that goes past school after they have had the walk. Conduct a traffic survey at the same time of day for XXX amount of days from somewhere in school grounds (but with view of street) and enter details on a spreadsheet.	Draw a castle using drawing software (paint). Use shapes to form the basic castle shape adding colours and textures to improve its appearance. Label the castles key features and add interesting captions before printing and displaying. Take virtual tours of castles online to look at key features.
	Equipment, Apps & Resources	PC Laptops /or iPads Excel or any 2 Simple charting App	Laptops Quite a few tours on YouTube.

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		Term 3	Term 4
Year 2	Cornerstones	<b>Scented Garden - Science</b> Explore the sensory world of plants and the environment. Develop their knowledge of the five senses, how plants grow, and how we can use them in everyday life.	
	Computing	<b>KS1.4</b> Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	<b>KS1.1</b> 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. <b>KS1.3</b> Use logical reasoning to predict the behaviour of simple programs <b>KS1.5</b> Recognise common uses of information technology beyond school.
	Activities	Give children 5 scented flowers, perfumes or herbs each to smell. Make a tally of their favourite and create a graph.  Discuss which of the ones they liked have other uses and which ones are just because they are lovely. Pupils to design their own flower or herb and discuss what it does – paper and pen and/or drawing App	<b>Lego Robot – whatever the topic is could be developed in this project time</b>
	Equipment, Apps & Resources	PC Laptops / iPads Excel or 2Simple chart/graphing App <i>(Optional)</i> <i>Drawing App</i>	iPads / or PC Laptops Lego robot <i>(Optional)</i> <i>Swift Playground – iPads only</i>

		Term 5	Term 6
Year 2	Cornerstones	<b>Land Ahoy - Geography</b> The sea, seafaring and pirates.	<b>Beach Combers - Science</b> Coastal features.

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		Use maps, learn about famous pirates and explorers and find out about life at sea.	Identify and classify seaside plants and animals, and learn about habitats, food chains and environmental issues
Computing	<b>KS1.6</b> Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. <i>(Optional)</i> <b>KS1.3</b> Use logical reasoning to predict the behaviour of simple programs		<b>KS1.2</b> Create and debug simple programs <b>KS1.4</b> Use technology purposefully to create, organise, store, manipulate and retrieve digital content.
Activities	Create a shared folder for project in Teams Pupils will create a safety video of how to be safe at the beach. Discussion around what are the key issues the video needs to show – and what it shouldn't show. Use the scenario if you are lost on the beach who do you talk to – and relate it to using Internet/ Social media <i>(Optional)</i> <i>Play the Beach memory game use 12 card version</i>		Create a shared folder on Teams for the project files. Pupils to research online about crustaceans – or give groups / partners specific aspect to research Use PowerPoint to create a simple presentation that has image and question about the topic they have researched. <i>(Optional)</i> <i>Piece together the separate files into one presentation (either using PowerPoint or copy into Microsoft Forms) and run a 'quiz' session for whole class, pupil who devised the image and question presents their 'bit'.</i>
Equipment, Apps & Resources	iPads/ PC laptops Cameras & Tripods iMovie / Photostory App <i>(Optional)</i> <i>Beach Memory game:</i> <a href="https://www.memozor.com/memory-games/for-kids/beach">https://www.memozor.com/memory-games/for-kids/beach</a>		iPads / PC laptops Bitesize Class Clips: <a href="https://www.bbc.co.uk/bitesize/topics/zbnnb9q">https://www.bbc.co.uk/bitesize/topics/zbnnb9q</a> Use Teams to give pupils suggested sites for the research: e.g. <a href="https://easyscienceforkids.com/all-about-crustaceans/">https://easyscienceforkids.com/all-about-crustaceans/</a> PowerPoint or presentation App <i>(Optional)</i> <i>Microsoft Forms - Quiz</i>