As athletes, we will take part in:
- Locomotion (dodging)
- Locomotion (jumping)
- Ball skills (feet)
- Ball skills (hands)

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
- Investigating microhabitats

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