

### Science

- To name a variety of everyday materials.
- To describe the properties of a variety of materials.
- To explain the suitability of a material for a particular purpose.
- To take an active role in a group investigations, making sensible predictions.

### PE

- To perform dancing steps.
- To maintain a beat when dancing.
- To perform to an audience.
- To be an active team member.
- To invent a game and explain the rules.

### History/Geography

- To put events in chronological order.
- To talk about differences between different historical periods, comparing them to now.
- To discuss significant people beyond their living memory e.g. Neil Armstrong.
- To understand why Neil Armstrong, Buzz Aldrin and Michael Collins became famous.

### Computing

- To use the program 2Create.
- To create a clear layout for their presentation.
- To consider the audience when creating their presentation.
- To save and retrieve their work.
- To understand how exporting is different to saving.
- To share their presentation with an audience.

### RE

**Big Question: Does everyone worship in the same way?**

- Compare symbols and crosses around the world.
- Compare Christian and Hindu symbols.
- Design crosses.
- Compare churches and temples.

### PHSE

- To understand what a goal is.
- To break down a goal into steps to make it achievable.
- To be able to overcome barriers to achieve a goal.
- To know how they successfully learn.

## Topic - 3, 2, 1 Blast Off!

Year 2 

### English

Man on the Moon, Bob's Best Friend,

Baba Yaga

Recount  
Persuasion  
Lists  
Postcard  
Story writing  
Non chronological report  
Adverts  
News reports

### Maths

- 3D shape
- Symmetry
- Turns
- Fractions – shape, amounts and comparing
- Time
- Days of the week
- Addition and subtraction word problems
- Arithmetic

### Music

- To begin to play the glockenspiel.
- To maintain a beat and rhythm on the glockenspiel.
- To understand that the different bars on a glockenspiel make different sounds and begin to understand this e.g. D, E.
- To perform to an audience.

### Art/D&T

- Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
- To use drawing, painting and sculpture.
- Plan, make and evaluate a hand puppet.
- Stitch fabric together to make a puppet.

