

	Design and Technology	Science	History	Geography	Computing	PE
Programme of Study	<p>Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.</p> <p>Build structures, exploring how they can be made stronger, stiffer and more stable.</p> <p>Evaluate their ideas and products against design criteria.</p> <p>Explore and evaluate a range of existing products</p>	<p>Gather and record data to help in answering questions.</p> <p>Identify and name a variety of plants and animals in their habitats, including microhabitats.</p> <p>Observe closely, using simple equipment.</p> <p>Identify and classify.</p> <p>Perform simple tests.</p>	<p>Learn about events beyond living memory that are significant nationally or globally.</p> <p>Understand the methods of historical enquiry, including how evidence is used rigorously to make historical claims, and discern how and why contrasting arguments and interpretations of the past have been constructed.</p>	<p>Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key.</p> <p>Use basic geographical vocabulary to refer to key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop.</p> <p>Understand geographical similarities and differences through studying the human and physical geography of a small area of the UK, and of a small area in a contrasting non European country.</p>	<p>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p>	<p>Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities.</p>

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Year 2 Learning Intention (skills)	<p>Choose appropriate components and materials and suggest ways of manipulating them to achieve the desired effect.</p> <p>Explore how a structure can be made stronger, stiffer and more stable.</p> <p>Explain how closely their finished products meet their design criteria and say what they could do better in the future. View progression</p> <p>Explain why a designer or inventor is important.</p>	<p>Use a range of methods (tables, charts, diagrams and Venn diagrams) to gather and record simple data with some accuracy.</p> <p>Identify and name a variety of plants and animals in a range of habitats and microhabitats. View progression</p> <p>Use simple equipment to measure and make observations. View progression</p> <p>Observe objects, materials, living things and changes over time, sorting and grouping them based on their features and explaining their reasoning.</p> <p>Follow a set of instructions to perform a range of simple tests, making simple predictions for what might happen and suggesting ways to answer their questions.</p>	<p>Describe the everyday lives of people in a period within or beyond living memory.</p> <p>Sequence significant information in chronological order.</p> <p>Present historical information in a simple non-chronological report, independent writing, chart, structural model, fact file, quiz, story or biography.</p>	<p>Draw or read a range of simple maps that use symbols and a key.</p> <p>Use geographical vocabulary to describe how and why people use a range of human features.</p> <p>Describe and compare the human and physical similarities and differences between an area of the UK and a contrasting non-European country.</p>	<p>Use different types of software and identify their purposes.</p>	<p>Move over, under and through spaces and obstacles outdoors.</p> <p>Demonstrate a sequence of linked balances, creating a variety of body shapes.</p>

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Year 2 Knowledge	<p>Properties of components and materials determine how they can and cannot be used. For example, plastic is shiny and strong but it can be difficult to paint.</p> <p>Structures can be made stronger, stiffer and more stable by using cardboard rather than paper and triangular shapes rather than squares. A broader base will also make a structure more stable.</p> <p>Finished products can be compared with design criteria to see how closely they match. Improvements can then be planned.</p> <p>Many key individuals have helped to shape the world. These include engineers, scientists, designers, inventors and many other people in important roles.</p>	<p>Data can be recorded and displayed in different ways, including tables, charts, pictograms and drawings.</p> <p>A habitat is a place where a living thing lives. A microhabitat is a very small habitat.</p> <p>Simple equipment is used to take measurements and observations. Examples include timers, hand lenses, metre sticks and trundle wheels.</p> <p>Objects, materials and living things can be looked at, compared and grouped according to their features.</p> <p>Tests can be carried out by following a set of instructions. A prediction is a guess at what might happen in an investigation.</p>	<p>Aspects of everyday life from the past, such as houses, jobs, shops, objects, transport and entertainment, may be similar or different to those used and enjoyed by people today.</p> <p>A timeline is a display of events, people or objects in chronological order. A timeline can show different periods of time, from a few years to millions of years.</p> <p>Historical information can be presented in a variety of ways. For example, in a non-chronological report, information about a historical topic is presented without organising it into chronological order.</p>	<p>A map is a picture or drawing of an area of land or sea that can show human and physical features. Maps use symbols and a key. A key is the information needed to read a map and a symbol is a picture or icon used to show a geographical feature.</p> <p>Human features are man-made and include castles, towers, schools, hospitals, bridges, shops, tunnels, monuments, airports and roads. People use human features in different ways. For example, an airport can be used for work or leisure and a harbour can be used for industry or travel.</p> <p>A non-European country is a country outside the continent of Europe. For example, the USA, Australia, China and Egypt are non-European countries. European countries include the United Kingdom, Germany, France and Spain.</p>	<p>Each type of software, such as word processing, presentation and image editing, can be used for different purposes, including writing reports and creating slide shows or posters.</p>	<p>Obstacles can be overcome by moving into spaces around, over, under or through them.</p> <p>Two or more different body shapes, performed and held in a steady position one after the other, are called a sequence of linked balances. Different body parts can support a balance. Body shapes can include a star, straight line, bridge, arch, tuck and crab.</p>