

Year 2 Autumn 1		
Science Crucial Knowledge		
Living Things & Their Habitats	<ul style="list-style-type: none"> Living means to be alive and have all the life processes, such as eating, breathing, moving and growing. Dead means that something is no longer alive All living things live in a habitat. A habitat is a plant, person or animal's natural home – where it lives. Habitats provide the basic needs for its inhabitants such as food, water, shelter. 	
Geography Crucial Knowledge		
Around the World in half a term Where in the World? Name and locate 7 Continents & 5 Oceans	<ul style="list-style-type: none"> A continent is an area of land made up of different countries. The seven continents are Asia, Africa, North America, South America, Antarctica, Europe and Australia. The United Kingdom is a part of Europe. An ocean is a very large area of salt water that surrounds land. The five oceans are the Arctic Ocean, Southern Ocean, Indian Ocean, Atlantic Ocean, Pacific Ocean. 	
Art & Design Crucial Knowledge		
Drawing	<ul style="list-style-type: none"> Blend is to gently merge two colours together or soften lines. A pattern is a design in which lines, shapes, forms or colours are repeated. Texture is how something appears to feel 	
Computing Crucial Knowledge		
Computer Systems and Networks- Information Technology	<ul style="list-style-type: none"> Information Technology is a computer or has a computer inside or works with computers. Technology is all around us, in school (Computer, whiteboard and photocopier), At home (mobile phone, Television, washing machine, cameras) In the real world (Scanners in shops, traffic lights and streetlamps). Online safety is important so we can stay safe when learning and using the internet. When using the internet, I am respectful and kind to others. When using the internet, I remain safe by keeping my personal details private. <p>Vocabulary: Information technology (IT), computer, barcode, scanner/scan</p>	
Music Crucial Knowledge		
Creepy Castle	Musical Learning	Key Musical Vocabulary
	<ul style="list-style-type: none"> Improvise and compose a sequence of sounds in response to a stimulus. Sing small intervals accurately and vary the dynamics. Play a piece, following a graphic score. Listen to music in a minor key, recognising small steps in the music. 	<ul style="list-style-type: none"> Dynamics: quiet (<i>piano</i>), loud (<i>forte</i>). Pitch: minor key, interval. Timbre: voice and instrument sound quality. Structure: phrase, section. Duration: staccato (short, detached notes) Other: graphic score.
Physical Education Crucial Knowledge		
Gymnastics / Leap	<ul style="list-style-type: none"> Balance is to control your body's position to stay upright. This might be when you stay in one space (e.g. yoga) or whilst moving (e.g. Skiing) Agility is how quickly you can change direction whilst maintaining speed, balance and power. Co-ordination is the ability to move two or more body parts under control, smoothly and efficiently. Co-operation is when you work together with others to achieve a result. Run is to move quickly using your feet. Jump is to lift off the ground from one foot onto two feet. During the flight of the jump, you should bend your legs slightly and land on two feet, with bent legs and without losing their balance. 	
Personal, Social Health & Economic Education Crucial Knowledge		
What makes a good friend?	<ul style="list-style-type: none"> A good friend is trustworthy, respectful, honest, kind, caring, loyal. Friends should be kind to each other; they might argue but resolving this is important to carry on with a friendship. Not all friendships are good ones. If a friend makes you unhappy, they might not be a friend. Being a good friend online is the same as being a good friend in person. 	