

### SCIENTISTS in Year 2 should be able to:

- Observe, describe and compare using science words
- Sort and order observations
- Ask scientific questions and use information to help answer them
- Plan how to collect data to answer questions, with help
- Measure using non-standard, then standard units
- Talk about what might happen and compare it to what did happen
- Plan a simple fair test, with help
- Test out their own/someone else's ideas
- Explain why (in a simple way)
- Record information on tables and bar charts
- Talk, write and draw about science

### GEOGRAPHERS in Year 2 should be able to:

- Describe places in a variety of ways using geographical words.
- Talk about places, mark and identify them on a map (UK/world).
- Ask questions and find out about a place.
- Draw own maps of places using grid references and symbols.
- Talk about the differences between towns, villages etc.
- Give opinions about places and say why.
- Explain how places have become as they are e.g. lots of shops brings people.
- Explain how a place changes and why.
- Describe how places are linked across the world e.g. sea, paths, roads
- Talk about and locate continents, oceans, equator and tropics.
- Keep a record of weather including temperature and rainfall.
- Talk about different ways a locality can be improved.

### HISTORIANS in Year 2 should be able to:

- Talk about the past and present using appropriate vocabulary e.g. recently, when their parents were children, decades, centuries
- Order people, objects and events using a given scale
- Ask historical questions and use information to help answer them
- Describe people, objects and events through writing, diagrams, models and timelines
- Use a wide variety of sources to find out about the past

### ARTISTS in Year 2 should be able to:

- Talk about their ideas (from their imagination or real starting points)
- Describe how art has been created (colour, tone, line, shape, media, texture, composition)
- Comment on their work and others and suggest ways of improving it
- Use paint programs to draw and edit pictures
- Paint pictures using a variety of paints and brushes and paint they have mixed themselves (primary and secondary colours, as well as tints and tones)
- Draw lines of different sizes, thickness, shape, tone, pattern and texture using a variety of media
- Explore how print is used in everyday life
- Create prints in response to a piece of art/design using pressing, rolling, rubbing and stamping
- Create a collage (group/individual) using a variety of materials, textures, colours, patterns and appearances
- Create a patchwork of dip-dyed fabrics/threads by joining them together (gluing, stitching and plaiting)
- Make pots and sculptures from clay, with lines, shape and texture



## Academy St James Year 2 KEY SKILLS

### MUSICIANS in Year 2 should be able to:

- Talk about the beat, changes in timbre, dynamics and pitch in music.
- Participate in performing songs with others; make long and short sounds with voices and instruments.
- Order, record and choose sounds to create effects for different purposes.
- Compose short musical patterns and short rhythmical phrases

### DESIGNERS in Year 2 should be able to:

- Draw and talk about their own ideas.
- Talk about what is good and what to improve in own and others' work.
- Make a simple textile product, measuring in cm, cutting, joining using glue, staples, simple stitch for a purpose.
- Create a food product by following a recipe and describe how it tastes.
- Make a structure from a variety of materials and talk about it e.g. how to make it stronger, and use DT words e.g. folding, joining, shape, columns, triangles.
- Make a moving product and talk about the material choices that are suited for the job.

### A SPORTS PERSON in Year 2 should be able to:

- Talk about their own and others performances and say how it can be improved.
- Copy and remember actions and move with careful co-ordination.
- Explain how their body feels during exercise and warm up properly.
- Plan a sequence of movements which are controlled and balanced on different points of their body.
- Choose movements to communicate a mood or feeling.
- Explain tactics for games using the correct vocabulary.
- Use a variety of balls to roll, hit, catch and kick.

### A COMPUTER USER in Year 2 should be able to:

- Turn on the computer, sign in and navigate to find programs.
- Use a range of instructions (direction, angles, turn) when creating algorithms.
- Test instructions and begin to debug.
- Access the internet to complete simple searches.
- Use a camera and use the images.
- I know where to go for help if I'm concerned.