

Year 2 Curriculum Overview



	Autumn 1	Autumn 1	Spring 1	Spring 1	Summer 1	Summer 2
Main Theme	Adventures Adventure around the local environment ending in a mad Hatters tea party.	Adventures	Beyond the stars	Beyond the Stars	Let's go Outside	Let's Go Outside
Core Values	Curiosity Enjoyment	Co-operation Respect	Resilience Motivation	Positive Attitudes Empathy	Perseverance Independence	Honesty Responsibility
English	Retelling stories Letter writing Noun phrases used in description writing. Focus on capital letters, finger spaces and punctuation. Sentence structure and up levelling.	Noun phrases used in description writing. Focus on capital letters, finger spaces and punctuation. Sentence structure and up levelling. Diary entries Letters Instructions	Word groups- adjectives, verbs, nouns, adverbs Commas in a list sentence Possessive apostrophes Stamina for writing Stories Poems Recounts personal and fictional Non-Chronological report	Stamina for writing Writing Coherent sentences Writing dialogue in the form of a conversation Diary Entries Character & setting descriptions Application of four sentence types, statements, questions, command and exclamation	Extended Writing	Extended Writing
Maths	Focus on numbers to 100. Counting to 100 Identifying place value of digits and comparing numbers. Learn about number patterns and number bonds.	Addition and subtraction Partitioning method Number lines Column method Column method with regrouping and renaming. Number facts and fluency	Multiplication Division Length Mass Temperature	Picture Graphs Money 2D shapes 3D shapes Fractions	Time Volume Addition Subtraction Word Problems 1 step and 2 step	Time Money Fractions Word problems 1 step and 2 step.
Text	'Jack and the Flumflum Tree' by Julia Donaldson	Where the wild things are The Queen's hat	Beegu Non-fiction text Neil Armstrong Bob the Man on the Moon	Toys in Space Traction Man Lost in the Toy Museum		
History	Changes within living memory Victorians Significant individuals Queen Victoria Communication past and present.	Events beyond living memory that are significant nationally or globally The first flight and the Wright Brothers. Flight timelines and how areoplanes have changed over time.	Lives of significant individuals in the past who have contributed to national or international achievements, used to compare aspects of life in different periods. Christopher Columbus Neil Armstong The Moon Landing	Changes within living memory Toys past and present. We will be comparing old and new toys identifying similarities and diffrences.	Events beyond living memory that are significant nationally or globally	Significant history events, people and places and their own locality
Geography	United Kingdom Research & identify the four countries of UK. Name the seas surrounding the British Isles. Identify similarities & differences between the Countries.	Place Knowledge Name and locate the seven continents of the world. Name and locate the 5 oceans of the world.	Human & Physical Geography Use directional language to describe positions on a map. Aerial photographs and identification of human and physical features in the local and contrasting location. Create maps using symbols to show physical and human features.	Locational Knowledge Revise the seven continents and five oceans of the world. Compare human and physical features from the different continents.	Place Knowledge Using atlas', globes and maps to identify hot and cold countries in relation to the Equator and North and South Poles. Comparison of hot and cold countries.	Human & Physical Geography Study, observe and record information on the local area. Communicate findings in different ways.
RE	1.8 How should we care for others and the world, and why does it matter?	1.6 How and why do we celebrate special times?	1.4 How can we learn from Sacred books?	1.2 Who is a Muslim and what do they believe? or 1.3 Who is Jewish and what do they believe?	1.8 How should we care for others and the world, and why does it matter?	1.6 How and why do we celebrate special times?

Art	Drawing Painting Use these skills to create a mixed media, layered piece of artwork based on the artist Friedensreich Hundertwasser.	Printing Textiles/Collages Develop knowledge of printing techniques. Print using carbon paper, creating stamps & exploring low relief printing techniques. Focus on William Morris. Create a no-sew bag - tie-dye, applique and weaving.	Sculpture/3D form Artists Build diorama using knowledge & styles of artists and sculptors. Focus on Jackson Pollock, Alexander Calder & Peter Thorpe Clay monsters using a simple pinch pot.	Drawing Painting Observation drawings of past and present toys. Drawing games that were designed in the past. Painting will focus on Andy Warhol and his painting of Toys.	Printing Textiles/Collages Mary Delany flower collages. Printing will continue to use Andy Warhol as a basis for developing prints using a range of colours and textures.	Sculpture/3D form Artists Giacometti human form sculpture Romero Britto Yayoi Kusama
DT	Frames (Construction) Learn about structures & frames. Make structures stronger, stiffer and more stable. Design, make & evaluate UK landmarks	Textiles (Cut and join fabric) Use materials & components, including construction materials, textiles according to characteristics. Create a no-sew bag using a range of techniques - running stitch & knotting to join.	Food Understand food comes from plants or animals. Food has to be farmed, grown elsewhere (e.g. home) or caught. Name & sort foods into the five groups in 'The Eat well plate' Importance of fruit & vegetables	Food Prepare simple dishes safely and hygienically. Demonstrate how to use techniques such as cutting, peeling and grating. Prepare and make healthy snack meal using a range of techniques – salad, smoothies.	Leavers and Sliders Develop knowledge of a range of mechanisms to make things move. We will be creating moving pictures using leavers, sliders and wheel mechanisms.	Wheels, Axels and Winding Mechanisms Develop our understanding of wheels and axels and how these are used in transport. We will use this knowledge to design, make and evaluate vehicles using the wheel and axel principles.
Science	Uses of everyday materials Take part in experiments and investigations and discussing fair testing. Test the properties of materials and recognise why they are used.	Uses of everyday materials Test the properties of materials for particular uses and know why different items are selected for suitable properties	Animals, including humans Recognise water, food and air are vital for all living things. Why do people need to exercise? Recognise the different offspring of living things	Living things and their habitats Find objects that are living, dead and have never lived. Classify objects found. Observe animals and plants carefully	Plants Make close observations & classify seeds and bulbs. Plant and grow plants whilst observing them as they grow	Finish units Working Scientifically objectives Recovery Curriculum
Computing	Algorithms Develop knowledge to use the programme 'Scratch' Write algorithms to make objects move	Digital Literacy Understand how to stay safe online. Choose websites that are good for them to visit & avoid sites that are not appropriate.	Data What different ways can we collect and show data? Collect data as a class linked to theme toys – favourite toy, most wanted for Christmas, most expensive etc. Analyse and introduce branching databases.	Media Skills Use log in details for school network on laptops and PCs. Navigate the desktop. Use the spacebar, backspace, delete, arrow keys and return. Piccollage - use software to develop images & present ideas.	Impact of Technology Understand there are a variety of sources of information and begin to recognise the differences. Parts of a computer. Understand different types of content on websites and that some things may not be true or accurate.	Programming (Part 2) Use a range of programs such as scratch and J2E code to create more detailed algorithms. Recognise when the algorithms go wrong and debug them to get the desired end result.
Music	Pulse / Rhythm / Dynamics / Tempo / Pitch / Long and short sounds (Duration)		Kodaly Rhythm Notation & Djembe Drum course		Clapping Improvisation (Using Pulse, Tempo and Rhythm to help)	Shape and picture Notation with Composing (Include Y2 IDM's)
PSHCE/RSE	Families & Friendships Making friends, Feeling lonely and getting help. Managing emotions: happy and sad. British values: Individual Liberty Safe Relationships Managing secrets, Resisting pressure and getting help Recognising hurtful behaviour , CHIPS Respecting ourselves and others Recognising things in common and difference Playing and working cooperatively , Sharing opinions NSPCC pants touching		Belonging to a community -Belonging to groups Roles and responsibilities Being the same and different in the community Money and Work What money is. Needs and wants. Looking after money Media literacy and digital resilience The internet in everyday life Online content and information Telling a trusted adult		Physical health and Mental wellbeing Medicines and keeping healthy, keeping teeth healthy , managing feelings and asking for help Growing and Changing RSE Growing older; naming body parts moving class or year Keeping safe Safety in different environments, risk and safety at home, emergencies	
Safeguard	Hygiene – handwashing Science – materials – safety in investigations P.E. getting dressed School Values – respect Fire Drill E-Safety Weekly Focus Questions	Lockdown Drill E-Safety Weekly Working with outside agencies - PE PANTS - Privacy Bonfire Safety Anti-bullying week Road Safety	Using food preparation equipment safely; food safety (e.g. out of date food) Healthy Eating Art – using tools safely in sculpture E-Safety Weekly Focus Questions	Safety in our locality (linked to Geography) E-Safety Weekly Focus Questions	Safety around medicines Healthy Teeth E-Safety Weekly Focus Questions	Keeping safe at home and in different environments PANTS – Privacy linked to getting changed for swimming. Transition into next key stage E-Safety Weekly Focus Questions
PE	Athletics	Games Gymnastics	Swimming Games	Dance Games	Games	Athletics