



## Year 2 Curriculum Overview

*This document outlines the order of the teaching sequence. Refer to individual subject plans for more detail.*

	<b>Autumn 1</b>	<b>Autumn 2</b>	<b>Spring 1</b>	<b>Spring 2</b>	<b>Summer 1</b>	<b>Summer 2</b>
	<b>Rags to Riches</b>	<b>Remember, remember</b>	<b>The Jury's Out!</b>	<b>Marvellous Medicines Wonderful Weather</b>	<b>London's Burning</b>	<b>Dashing Defeat</b>
English	<u>Key text:</u> Cinderella	<u>Key text:</u> Gunpowder Guy	<u>Key text:</u> The true story of the three little pigs	<u>Key text:</u> George's marvellous medicine Weather Reports - non-fiction	<u>Key text:</u> The baker's boy and the Great Fire of London	<u>Key text:</u> The Frog Prince/ The Frog Prince continued
Mathematics	<b>Number:</b> Place Value <b>Number:</b> Addition and Subtraction <b>Geometry:</b> Properties of Shape		<b>Measurement:</b> Money <b>Number:</b> Multiplication and Division <b>Measurement:</b> Length and Height <b>Measurement:</b> Mass, Capacity and Temperature		<b>Number:</b> Fractions <b>Measurement:</b> Time <b>Statistics</b> <b>Geometry:</b> Position and Direction	
Science	Animals including humans 1 – Growth	Animals including humans 2 – Life Cycle	Uses of everyday materials	Living things and their habitats	Living things and their habitats – Habitats around the world	Plants
Music	Ourselves Focus: exploring sounds  Toys Focus: Beat	Our Land Focus: exploring sounds  Our Bodies Focus: Beat	Animals Focus: Pitch  Number Focus: Beat	Story time Focus: exploring sounds  Seasons Focus: Pitch	Weather Focus: exploring sounds  Pattern Focus: Beat	Water Focus: pitch  Travel Focus: Performance
Computing	<b>Information technology around us</b> Identifying IT and how its responsible use improves our world in school and beyond.	<b>Digital photography</b> Capturing and changing digital photographs for different purposes.	<b>Robot algorithms</b> Creating and debugging programs, and using logical reasoning to make predictions.	<b>Pictograms</b> Collecting data in tally charts and using attributes to organise and present data on a	<b>Making music</b> Using a computer as a tool to explore rhythms and melodies, before creating a musical	<b>Programming quizzes</b> Designing algorithms and programs that use events to trigger

				computer.	composition.	sequences of code to make an interactive quiz.												
History	<b>Women in Medicine</b> Florence Nightingale, Mary Seacole, Edith Cavell - past vs present		<b>Cutty Sark</b>		<b>The Great Fire of London</b>  Grenfell for comparisons													
Geography		<b>Map skills</b> <b>Continents and Oceans</b>		<b>Hot and Cold Places</b>		<b>Mugumareno Village, Zambia</b>												
R.E.	<b>Hinduism 2</b>  Worship	<b>Celebrations</b>  Compulsory Unit	<b>Islam 2</b>  Prophet Muhammed	<b>Christianity 4</b>  Local churches	<b>Islam 3</b>  Ramadan and Eid ul Fitr	<b>Buddhism 1</b>  The Buddha												
RSHE	Being Me in my World	Celebrating Difference	Dreams and Goals	Healthy Me	Relationships	Changing Me												
P.E.	SKILLS <table border="1" data-bbox="248 951 566 1086"> <tr> <td><b>Locomotion</b> Dodging</td> <td><b>Dance</b> Mr Candy's Sweet Factory</td> </tr> </table>	<b>Locomotion</b> Dodging	<b>Dance</b> Mr Candy's Sweet Factory	SKILLS <table border="1" data-bbox="607 951 913 1038"> <tr> <td><b>Ball skills</b> Hands 1</td> <td><b>Gymnastics</b> Pathways</td> </tr> </table>	<b>Ball skills</b> Hands 1	<b>Gymnastics</b> Pathways	SKILLS <table border="1" data-bbox="947 951 1220 1086"> <tr> <td><b>Net/Wall</b> Tennis (Coach led)</td> <td><b>Dance</b> Water</td> </tr> </table>	<b>Net/Wall</b> Tennis (Coach led)	<b>Dance</b> Water	SKILLS <table border="1" data-bbox="1267 951 1543 1034"> <tr> <td><b>Ball skills</b> Hands 2</td> <td><b>Dance</b> Explorers</td> </tr> </table>	<b>Ball skills</b> Hands 2	<b>Dance</b> Explorers	SKILLS <table border="1" data-bbox="1585 951 2197 1034"> <tr> <td><b>Locomotion</b> Jumping</td> <td><b>Games for understanding</b></td> <td><b>Team building</b></td> <td><b>Health &amp; Well-being</b></td> </tr> </table>	<b>Locomotion</b> Jumping	<b>Games for understanding</b>	<b>Team building</b>	<b>Health &amp; Well-being</b>	
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Art	<b>Painting</b> - Renoir, Monet - atmosphere/moving water <b>Drawing</b> - light & shade - charcoal		<b>Collage</b> Nelson's uniform			<b>Collage</b> - mythical creatures  <b>Sketching</b> - Dragon Trap												
DT		<b>Healthy Eating</b>		<b>Habitat making</b>	<b>Tudor House structures</b>													