## Year 2 Curriculum Map

		Autumn		Spring		Summer					
		Into the woods (S)		Marvellous medicines! (H)		Minibeast Madness! (S/H)					
		Ice Explor	ers (H/G)	Sensational Safari! (G)		Chocolate! (G)					
Read	Word reading	Phonic programme e.g. Letters and Sounds									
Comprehension		Texts include: poetry (contemporary and classic), traditional stories, fairy stories, nonfiction texts (NC p 28)									
		Texts: Little Red Riding Hood, Jack and the beanstalk, Where the wild things are, The Gruffalo, The Owl who was afraid of the dark, The Hodgeheg, The Polar Express, Frozen, Lost and Found, What the ladybird heard, Superworm, The Diary of a Spider, George's Marvellous Medicine, The Lion King, Charlie and the Chocolate Factory, non fictions texts.									
Write	Transcription	Phonics / Spelling programme (NC Appendix 1)									
	Composition	Writing: Narratives about personal experiences and those of others (real and fictional); about real events; poetry and for different purposes (NC p 31)									
	VGP	NC Appendix 2									
Speaking and Listening		12 Statutory statements (NC p 17)									
Maths		Number and Place Value, Addition and Subtraction, Multiplication and Division, Fractions, Measures, Geometry: properties of shape, Geometry: position, direction and motion, Statistics									
Science		Plants – growth and health	Animals, including humans	Uses of Everyday Materials	Living Things and Habitats – food chains	Living Things and Habitats – habitats	Uses of Everyday Materials				
			Working Scientifically – on going across the year								
Computing		Computer Science - understand that algorithms are implemented as programs on digital devices		Computer Science - understand that algorithms are implemented as programs on digital devices		Computer Science – use logical reasoning to predict the behaviour of simple programs					
			Make routes using precise		Digital Literacy		Digital Literacy				
		instructions Debug simple programs		IT - use technology purposely to organise & manipulate digital content		Use technology safely					
		Digital Literacy									
		IT Database				ICT -use technology purposely to manipulate digital content					
History		Lives of significant individuals		Lives of significant individuals		Changes within living memory.					
		Ronald Amundsen Ranulph Fiennes		Florence Nightingale Marie Curie		The 60s ar	nd now.				
		Robert Scott		Louis Pasteur Alexander Fleming							
Geography		Human and physical geography Exploring hot and cold areas		Kenya - Place knowledge		Geographical skills and fieldwork-					
		(Equator, North & South Poles.) Locational Knowledge – 7 continents and 5 oceans.		Compare the UK and non-European country.  Focus on similarities and differences		opportunities to use simple compass directions and simple maps					

D.T.	<b>Mechanics</b> Design and make a moving book.		<b>Textiles</b> Our fabric faces		Cooking and nutrition  Design and make a healthy meal for the ball.  Baking – Design and make chocolate cakes	
Art and Design	Collage – Art in nature Sculpture – Natural sculptures Andy Goldsworthy		Art from other cultures – Africa Printing – Patterms Drawing and painting– African landscapes		Artists - Kandinsky Drawing and painting and colour – Colour Chaos	
Music	Chants and Rhymes	Pitching and Singing Christmas hymns and Nativity songs.	Vocal Expression and Effects	Explore and make sounds African music	Creating Melodies.  Ugly Bug Ball songs.	Controlling and Changing sounds Melodica with Jamie
<u>P.E</u>	Games	Gymnastics	Dance	Dance	Outdoor and adventurous activities	Athletics
R.E.	Beginnings Signs and Symbols	Judaism Preparation	Books Thanksgiving	Palm Sunday Lent Easter	Opportunities  Spread the word	Rules Treasures