

Curriculum Map for Year 2

2020-2021

Year 2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Healthy Body, Healthy Mind	The Great Fire of London	African Plains	On the Farm	Green Fingers	Helping Hands
RE	Chosen People/Other Faiths	Mysteries	The Good News	The Mass	Eastertide	Birth of the Church
Literacy	<p>Fiction: The Disgusting Sandwich (Narrative)</p> <p>Non-Fiction: How to make a sandwich How to make pizza (Instructions)</p>	<p>Fiction: Tell me a Dragon (Description)</p> <p>Recount: The Great Fire of London (Letter)</p> <p>Poetry: The Bear and the Hare (Senses poem)</p>	<p>Fiction: Meerkat Mail (Narrative)</p> <p>Non-Fiction: Meerkat Fact Files (Fact files)</p>	<p>Author Study – Beatrix Potter</p> <p>Fiction: Peter Rabbit Fantastic Mr Fox (Narrative) (Letter)</p> <p>Recount: On the farm (Personal experience)</p>	<p>Fiction: The Tin Forest (Character Description) (Setting Description)</p> <p>Recount: Hyde Park (Personal experience)</p> <p>Poetry: The Owl and the Pussycat</p>	<p>Non-Fiction: Florence Nightingale and Mary Seacole (Explanation)</p> <p>Non-Fiction: How to grow a sunflower (Diary)</p> <p>Recount: Chelsea Physic Garden (Personal experience)</p>
Numeracy	<p>Number and Place Value * count in steps of 2, 3 and 5 from 0 and in 10s from any number *compare and order numbers from 0-100 using \leq \geq and = sign *read and write numbers to 100 in numerals and words * recognize the place value of each digit in a 2-digit number</p> <p>Number and Place Value *use place value and number facts to solve problems *identify, represent and estimate numbers using different representations, including the number line</p> <p>Addition and Subtraction *solve problems with addition and subtraction: - using concrete objects and pictorial representations, including those involving numbers, quantities and measures - using a 100 square to add and subtract 2-digit numbers - applying mental methods when adding tens or ones</p>	<p>Addition and Subtraction *mentally add and subtract: - 2-digit number and ones - 2-digit number and tens - three 1-digit numbers (add)</p> <p>Geometry *describe and compare properties of 2D shapes including symmetry *sort 2D shapes *order and arrange mathematical objects in patterns and sequences *name, describe and compare the properties of 3D shapes</p> <p>Addition and Subtraction *add and subtract 2-digit numbers using informal written methods (partitioning and empty number line)</p> <p>Measurement *recognize and use £ and p signs *find different combinations of coins that equal the same amounts of money</p>	<p>Multiplication and Division *odd and even numbers *solve problems involving x and / using materials, arrays, facts and repeated addition *use the grid method to write and recognize fractions of shapes and numbers</p> <p>Measurement *compare and sequence intervals of time. *tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times *know the number of minutes in an hour and the number of hours in a day *choose and use appropriate standard units to estimate and measure length/height, mass, temperature and capacity to the nearest unit using rulers, scales, thermometers and vessels</p>	<p>Addition and Subtraction *solve 1 and 2 step word problems using addition and subtraction *use the inverse relationship to solve missing number problems</p> <p>Statistics *interpret and construct simple pictograms, tally charts, block diagrams and simple tables and answer simple questions by counting the number of objects in each category and sorting the categories by quantity *ask and answer questions about totalling and comparing categorical data</p>	<p>Addition and Subtraction/ Multiplication and Division *learn the column method for adding and subtracting 2- and 3-digit numbers *solve problems using all 4 operations. *problem solving skills: - 2 step word problems. - missing number sentences - balancing equations.</p> <p>Measurement *solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change</p>	<p>*recap on the 4 operations and mathematical skills covered throughout the year *address any gaps in children's learning *extend problem solving and reasoning skills.</p>
Science	<p>Animals including Humans</p> <p>Basic needs of humans for survival (water, food and air). Think about growth from baby to adult Consider how babies and children need to be cared for. Understand the importance of exercise. Sort food into food groups. Plan a healthy meal. Think about the importance of hygiene.</p>	<p>Everyday Materials and their Uses</p> <p>To identify and compare the uses and suitability of everyday materials including wood, metal, plastic, glass, brick, rock, paper and cardboard. Compare how things move on different surfaces. Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching. Organising results into tables and charts.</p>	<p>Living things and their habitats</p> <p>Explore and compare the differences between things that are living, dead and have never been alive. Understand that where most living things live affects the way they look.</p> <p>Describe how different habitats provide for the basic needs of different kinds of animals and plants and how they depend on each other.</p>	<p>Living things and their habitats</p> <p>Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain</p> <p>Identify sources of food.</p> <p>Life cycles of certain animals</p>	<p>Plants</p> <p>Observe and describe how seeds and bulbs grow into mature plants.</p> <p>Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy.</p> <p>Consider the process of reproduction in plants.</p> <p>Set up a comparative test to show what plants need to stay healthy.</p>	<p>Plants</p> <p>Identify and name a variety of plant in their habitats including micro- habitats.</p> <p>To find out about the history of medicine. Relate use of plants to medicines – visit Chelsea Physic Garden</p>
History / Geography	<p>Events Beyond Living Memory The Gunpowder Plot</p> <p>Famous People in History Guy Fawkes</p>	<p>Events Beyond Living Memory Report: The Great Fire of London</p> <p>Geographical Skills and Fieldwork Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features in London</p>	<p>Locational Knowledge</p> <p>Name and locate the world's 7 continents and 5 oceans</p> <p>Use world maps, atlases and globes to identify the United Kingdom and its countries, as well as other countries, continents and oceans</p> <p>Comparing and contrasting lives in Uganda and the UK</p>	<p>Place Knowledge Features of a Sussex farm – compare to Ugandan farms</p> <p>Human and Physical Geography Identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles</p>	<p>Geographical Skills and Fieldwork</p> <p>Use simple compass directions and locational and directional language to describe the location of features and routes on a map</p> <p>Devise a simple map; and use and construct basic symbols in a key</p> <p>Use simple fieldwork and observational skills to study the geography of school and its surrounding environment</p>	<p>Famous People in History Florence Nightingale and Mary Seacole</p>

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ART / DT	DT Archimboldo Fruit Portraits	DT Printing London cityscapes Firework art (Homework) Making a Tudor House project.	Art African sunsets (circular swirled paint) African animals (pointillism style)	Art Peter Breugel the Elder and LS Lowry inspired paintings	Art Leaf drawings and leaf printing	DT Sewing flower/plant cushions
Computing	<p>Use some software to create / assemble digital content for clear purpose, (could be text, images, animation, graph, sound, etc.)</p> <p>Create and share some information online</p> <p>Recognise and talk about some common uses of ICT in the world around them.</p> <p>Talk about key online safety 'rules'</p> <p>Find some straight-forward information from (selected) website resource(s)</p>		<ul style="list-style-type: none"> • Use trial and error to produce 'instructions' to control a floor 'robot' or on-screen object; refine (de-bug) and improve / make changes • Understand some basic computing terms and concepts, such as: (school) network, algorithm, program, debug, editing, website, etc • Give a set of simple instructions to program (control) a device, like a 'floor' robot, or on-screen object 		<ul style="list-style-type: none"> • Make straightforward edits of their digital work (text, image, sound etc.) using simple editing tools, to correct or improve it • Create and amend a (multimedia) resource for a clear purpose, starting to show a sense of the 'audience' • Save and retrieve work (and print if appropriate to task) • Create & store some data, (simple data file), and then find answers to straightforward questions 	
Cross curricular computing	Creating firework pictures using collage on 2 Paint a Picture		Using Google Maps to view satellite images of natural features.		Creating simple Databases on 'investigate' about Florence Nightingale and Mary Seacole	
PE	Dance Throwing and catching		Gymnastics (6 lessons) Circuit Training (6 lessons) Invasion Games (6 lessons) Football (6 lessons)		Athletics (6 lessons) 2Dance (6 lessons) Bat and Ball (6 lessons) Rounders (6 lessons)	
Trips	Pizza Express Clip 'n' Climb	Great Fire of London Workshop	African Workshop	Odds Farm	Hyde Park Sports Day	Chelsea Physic Garden