

# Year 2 Curriculum Map

		Autumn Into the woods (S)  Ice Explorers (H/G)	Spring Marvellous medicines! (H)  Sensational Safari! (G)		Summer  Minibeast Madness! (S/H)  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					
<b>Speaking and Listening</b>		12 Statutory statements (NC p 17)					
<b>Maths</b>		Number and Place Value, Addition and Subtraction, Multiplication and Division, Fractions, Measures, Geometry: properties of shape, Geometry: position, direction and motion, Statistics					
<b>Science</b>		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					
<b>Computing</b>		Computer Science - understand that algorithms are implemented as programs on digital devices  Make routes using precise instructions Debug simple programs  Digital Literacy  IT Database	Computer Science - understand that algorithms are implemented as programs on digital devices  Digital Literacy  IT - use technology purposely to organise & manipulate digital content		Computer Science – use logical reasoning to predict the behaviour of simple programs  Digital Literacy  Use technology safely  ICT -use technology purposely to manipulate digital content		
<b>History</b>		Lives of significant individuals Ronald Amundsen Ranulph Fiennes Robert Scott	Lives of significant individuals Florence Nightingale Marie Curie Louis Pasteur Alexander Fleming		Changes within living memory. The 60s and now.		
<b>Geography</b>		Human and physical geography Exploring hot and cold areas (Equator, North & South Poles.) Locational Knowledge – 7 continents and 5 oceans.	Kenya - Place knowledge  Compare the UK and non-European country.  Focus on similarities and differences		Geographical skills and fieldwork–  opportunities to use simple compass directions and simple maps		

<b><u>D.T.</u></b>	<b>Mechanics</b> Design and make a moving book.		<b>Textiles</b> Our fabric faces		<b>Cooking and nutrition</b> Design and make a healthy meal for the ball.  Baking – Design and make chocolate cakes	
<b><u>Art and Design</u></b>	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	
<b><u>Music</u></b>	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
<b><u>P.E</u></b>	Games	Gymnastics	Dance	Dance	Outdoor and adventurous activities	Athletics
<b><u>R.E.</u></b>	Beginnings Signs and Symbols	Judaism  Preparation	Books  Thanksgiving	Palm Sunday Lent Easter	Opportunities  Spread the word	Rules  Treasures