



Year 2 Curriculum Map

For each area of the curriculum, please note down what you intend to cover, including any specific skills eg: painting in Art.

Make sure it is clear which topics you are reusing from last year and which are **new**.

<u>Subject</u>	<u>Autumn 1</u>	<u>Autumn 2</u>	<u>Spring 1</u>	<u>Spring 2</u>	<u>Summer 1</u>	<u>Summer 2</u>
Topics & Trips	Land Ahoy! (Geography based theme through the eyes of pirates) Science Fair in conjunction with the Royal Latin School.					
English	F: Story opening and setting description - The night Pirates Poetry – The rhyming Rabbit Rhyming words and patterns.	Instruction text – Making pirate biscuits Christmas Poetry Acrostics and rhymes.				
Class Texts to support English	The night pirates by Peter Harris and Deborah Allwright The rhyming Rabbit – By Julia Donaldson	Various recipe books and instruction manuals.				
Maths	Abacus scheme – number and place value Addition and subtraction	Abacus scheme – place value, shape and time, addition and subtraction. (Will vary in sets and depend on chn’s prior learning)				
Science	Materials – what is a material, comparing materials, sorting materials according to properties, waterproof and transparency.	Changing Shape – Investigating ways in which materials can be changed. Looking at reversible and irreversible changes.				
Geography	Land Ahoy : Looking at countries and capital cities of the British Isles, using and understanding map symbols, creating our own map symbols and looking at North and South poles as well as the equator.	Land Ahoy! : Comparing the UK to countries in Africa looking at climate, culture and traditions.				



History	Through our geography and DT themes we will study some historic elements of pirates.	Through our geography and DT themes we will study some historic elements of pirates.				
Art						
DT	All Aboard – Building a tower, comparing different vehicles, Label parts of a pirate ship, design a modern pirate ship with moving parts.	All Aboard – design a flag for pirate ship, explore the use of axles, write instructions for building a pirate ship and build our on pirate ships.				
Music	Music Express Units Around the world Singing.					
Computing	Purple Mash Scheme of Work Computer Science Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.	Purple Mash Scheme of Work Computer Science Create and debug simple programs.				
PE						
Games						
RE	Light and Dark - Diwali, Rama and Sita, Macabee brothers, Advent and Hanukkah.					
PSHEE	Making choices and rules – recognise what is right and what is wrong, take part in classroom discussions, recognise different choices that can be made.	Making choices and rules – recognise different types of behaviour and how to deal with it, DEBUG.				
Spanish						