

## Year 2 Curriculum Map 2023/2024

	Autumn	Spring	Summer
English	'My Monster and Me' book study — character	Where the Wild Things Are book studies –	Non-fiction report – insects/minibeasts (linked to
3	description	character description and story writing/setting	science topic variation) nocturnal animals (linked to
		Instructions – how to make a pizza/smoothie	Science)
	The Lighthouse Keeper book study – setting		
	Non-fiction report — Lighthouse Keeper Report (linked to Grace Darling in History)	Poetry — The Writer of this Poem	Poetry — The Magic Box
		The Magic Brush book study — story writing	Recount of Saltburn trip
	Traditional stories — The Paperbag Princess —		
	setting and story writing.	Recount of Preston Park trip and Victorian Report	Chapter Book/Clean Up! — character description, setting and story writing
	Non- chronological report — All about James Cook (link to History)		Security with story writing
	Non-fiction instructions – How to build a snowman		
	Poetry – Halloween, Wet Playtime/Christmas Time		
Maths	One more/one less and 10 more/10 less.	Partitioning numbers to add and subtract.	Multiplication and division problems.
	Reading, writing and ordering numbers.	2, 5 and 10 times tables up to X 12.	Recognise thirds, quarters and three quarters of
	Partitioning and place value.	Multiplication – repeated addition, grouping and	shape and numbers.
	Counting in twos (odd/even), fives and tens.	arrays (columns and rows).	One and two-step word problems.
	Addition of 2 numbers and commutative rule.	Addition and subtraction strategies.	Inverse.
	Subtraction of 2 numbers.	Time — o'clock, half past, quarter to and past.	Measuring using different units – reading scales for
	Number bonds to 10.	Counting in quarters and halves.	length, mass and capacity.
	Recognise one whole of a shape or a number.	Recognise thirds, quarters and three quarters of	Column addition and subtraction with carrying and
	Finding half and quarters of a shape or number.  Sorting shapes - describing 2D and 3D shapes and	shape and numbers.  Identifying and representing numbers — partitioning	decomposition.  2D shapes — sides, corners and lines of symmetry.
	creating repeating patterns.	in different ways.	3D shapes — edges, vertices and faces.
	Problem solving.	Divide by sharing and grouping with remainders.	Problem solving using a range of maths strategies.
	Identifying and representing calculations.	Inverse operations.	Data handling — representing and interpreting
	Counting in 2s, 5s, 10s, and 3s.	Word problems – addition, subtraction division and	data.
	Money — finding totals, make amounts and money	multiplication.	More than/less than with crocodile symbols.
	word problems.	2D shapes — sides, corners and lines of symmetry.	Rounding.

	Multiplication — repeated addition and grouping. 2, 5 and 10 times tables up to X 12. Problems using multiplication, addition and subtraction. Time — o'clock, half past, quarter to and past. Data Handling and Measures — Time, length, months of year, Days of week. Tally charts and block graphs.	3D shapes — edges, vertices and faces. Counting in steps / reading scales. Time — Converting analogue to digital and using nearest 5 minutes. Data handling — creating and interpreting graphs. Column addition and subtraction.	Direction — clockwise, anti-clockwise and quarter turns.	
Science	Living things and habitats with Zoolab visitor.  Differences between living and non-living.  Appropriate habitats of a variety of plants and animals — seaside, forest/woodland, microhabitats.  Flatts Lane visit  Comparing carnivores, herbivores and omnivores.  Food chains.	Grouping and changing materials.  Which materials are used to make everyday items?  Properties of materials.  Comparing natural and man-made materials.  Inventors John Dunlop and Charles Macintosh.  How do materials change? (Twist, bend, squash etc.)  Plants — stages of growth.  Seeds, bulbs and seed dispersal.	Animals including humans. Animals and their babies — eggs or live young. Health and growth of animals and humans. What do animals need? Habitat. Food. Teeth. Exercise. Medicine.	
History	Seeds, bulbs and seed dispersal.   Medicine.			
Geography	Naming and identifying 4 countries and capital cities of the UK. Naming and locating continents and oceans. Seasonal and daily weather patterns in different locations of the world. Identifying map symbols, using grid references and compass directions.  Carry out fieldwork- collect, present and interpret data in order to find answers and solutions.			

	What is it like to live in Australia?  Identifying human and physical features found in Australia and how they compare to those in our local area.  Explore what daily life is like in Australia and identify how it is similar and different to life in the UK.		
	Would you like to live in a hot place or a cold place?  Describe what physical features may occur in a hot place in comparison to a cold place.  Locate the Equator and Poles on a world map.  Locate hot and cold places in the world in relation to the Equator and the North and South Poles.  Understand that weather conditions can be affected by location.		
	Why do we like to be beside the seaside? Comparing and contrasting the local area with Saltburn, including physical features and human features. Understand that features can change over time. Comparing and contrasting a small area of the UK to small area of a non-European country.		
RE	Creation Story. Christian beliefs. Story - how and why some stories are sacred and important in Christianity. Sacred texts - The Bible. Celebrations - how and why celebrations are important in religion. Sacred places — The Church. The Christmas Story (Nativity). Symbols - how and why symbols express religious meanings — Easter.  Judaism. Jewish beliefs. Story - how and why some stories are sacred and important in Judaism. Sacred texts - The Torah. Celebrations - How and why celebrations are important in religion — Hanukkah/Sukkot.		
Art	Sacred places — The Synagogue.  Colour — Mondrian  Primary and secondary colours.  Exploring line and different ways of drawing lines (ruler skills).  Grouping colours based on tone, hot/cold, emotions.  Basic skills- cutting, sticking, lines with a ruler, colouring inside the lines.	Drawing - line, shape - Paul Klee and Auerbach. Exploration of portraits, different styles of portraits and how style links to artists' emotions/intent. Mark making and pencil tone. Creating self-portraits inspired by Auerbach.	Line, shape, tone — natural objects — Fruit. Drawing skills. Creating an observational drawing - line, tone, colour. Use of different media such as graded pencils ar pastels.

DT	Textiles — Puppets. Joining techniques. Sewing skills. Creating and using templates/patterns to create own puppet. Choosing appropriate materials.	Wooden printing block- Woodwork skills- sawing, filing, measuring etc. Models with winding mechanism — Linked to nursery rhymes.	Food technology — make a Possibility of growing own (science/outdoor link). Sourcing food — looking at (bread). Cookery skills- chopping, gretc. Healthy eating and food gr	veg for sandwiches the journey of food rating, washing, dicing roups (linked with
Music	Identifying pitch, tempo, beat, volume and rhythm through performance-based singing. Breathing techniques, good posture and use of dynamics. Exploration of different genres to understand origins, traditions and social context.	Drumming/untuned percussion.  Djembe drums — history of the drums and ways in which they can be played. Keeping a beat and rhythm as a small group and performing compositions.  Explore the use of a range of untuned instruments to accompany the drums with a focus on pitch, tempo, volume and dynamics.  Dynamics — children to create and perform compositions linked to African tribe music/chants.  Body percussion performance.	Pitch and tuned instruments — Chime Bars. Introduce notation and children to create their own compositions. Explore the use of a range of tuned instruments. Whole class songs with groups of children playing the chords on chime bars of well-known tunes or compositions.	
Computing	Basic skills — mouse and keyboard skills. Formatting text and importing images. Text and graphics — Word. Using the Internet to find and save images and create QR codes. Online safety.	Multi-media unit of work. Using digital cameras to take, upload and format images. Use Photostory to create a movie with voiceover, text and sound. Online safety.	Information finding using the Internet. Coding — Control/Probots/iPads. Creating and debugging simple programs using coding instructions. Online safety.	
PE	Football skills — dribbling, target shooting, passing the ball, increasing speed and control.  Gymnastics — creating a sequence of movements including rolling, jumping, turning, key shapes, and apparatus.	Dance — Choreograph and perform a dance routine.  Gymnastics/ games skills (throwing, catching and hitting)  different stations, such as burpees, step ups, sit ups of	Athletics — throwing and catching using a range of equipment. Running and relay practise.	Games skills (Rounders style/ competitive games) — hitting and catching leading up to a team game.

PSHE	New beginnings.	British Values	Zones of Regulation.
	Learning Partners.	Being a good friend and Empathy.	Resilience skills.
	Zones of Regulation.	Positivity, compliments and different points of view.	FCEW – financial capability and economic
	Talking and Listening skills.	Building relationships and kindness.	wellbeing.
	Hands Up for Max — hand washing.	Sex and relationships.	Changes/going for goals.
	Growth Mindset and mental health.	Lucinda and Godfrey Book 3 – The Smell Monster.	Friendships and achievements.
	Drugs education (link with science – medicine).	Zones of Regulation.	·
	Looking after your teeth (Science).		