



Year 2 Curriculum Overview

	Autumn		Spring		Summer	
English	Read Write Inc (RWI) Phonics programme		Read Write Inc (RWI) Phonics programme	Read Write Inc (RWI) Phonics programme OR Narrative How character feelings can change throughout a story Creating a story about friendship Poetry Read a variety of poems Creating a shape poem Non-fiction writing explanation of the process in relation to life cycles	Read Write Inc (RWI) Phonics programme OR Narrative Writing new play scenes to explore character feelings Traditional Tales Creating a new fairy tale Persuasive writing Examining persuasive texts in a variety of forms Experiment with headings, boxes, pictures and shapes Instructions Write a clear set of instructions	Read Write Inc (RWI) Phonics programme OR Recount Creating a diary entry Fantasy Stories Use drama to explore character motivation Write own fantasy story, set in space Formal and Informal writing Writing an email and invitation using the correct language form
Maths	Place value tens and ones comparing Addition and subtraction fact families adding 1/10 more and less add two 2-digit numbers (not crossing 10) add two 2-digit numbers (crossing 10)	Addition & subtraction (continued) add two 2-digit numbers (crossing 10) subtract two 2-digit numbers (not crossing 10) subtract two 2-digit numbers (crossing 10)	Shape recognised 2D and 3D shapes count side and edges symmetry making patterns with shapes Money count money (pence) count money (pounds) compare money make the same amounts make a pound find change Multiplication & Division recognise, make and add equal groups	Multiplication & Division (continued) recognise, make and add equal groups arrays make equal groups (grouping) make equal groups (sharing) doubling and halving odd and even numbers 2 x table 10 x table 5 x table Length and height measure in cm and m compare and order lengths and heights four operations involving	Mass, capacity and temperature compare mass measure in g/kg measure in ml/l temperature Fractions equal and unequal parts recognise and find a half recognise and find a quarter recognise and find a third recognise and find three-quarters	Time o'clock and half past quarter past and quarter to tell time past and to the hour minutes in an hour hours in a day Statistics tally charts tables block diagrams pictograms Position and direction describe movement and turns shape patterns with turns



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				lengths and heights		
RE CST	Creation and Covenant Focusing on the story of Noah and God's promise in the form of a rainbow The meaning of Stewardship and looking after God's creation The sacrament of Baptism is a sign of God's love for all people and welcoming them into the Christian family CST: Care for Creation Other Faith: Hinduism (End of October - Diwali) Prayer at home - Puja	Prophecy and Promise Retelling events from the Annunciation through to the birth of Jesus with a focus on John the Baptist Describe ways that Christians prepare for the birth of Jesus during Advent CST: Preferential Option for the Poor Other Faith: Judaism (End of December - Hanukkah) Shabbat - the day for God, the day for rest	Galilee to Jerusalem Retelling the story of John the Baptist and the baptism of Jesus Beginning to recognise that the miracles of Jesus are signs that he is the son of God Focus on saying sorry and forgiveness CST: Solidarity and Peace	Desert to Garden Recognise that Lent is a time of forgiveness and a focus on the sacrament of reconciliation CST: Community and Participation Other Faith: Islam (Mid March - Eid al-Fitr) Prayer at home and the importance of prayer	To the Ends of the Earth Sequence events from the resurrection through to Pentecost Retell the story of the conversion of Saul and recognising the fruits of the spirit CST: Dignity of Workers	Dialogue and Encounter Understanding what the story of the Good Samaritan teaches Christians about how to live Make simple links and connections between Jewish religious laws, beliefs worship and life CST: Dignity
Science	Plants: Plant Growth Observe and describe how seeds and bulbs grow into mature plants Describe what plants need to grow and stay healthy	Uses of everyday materials Identifying objects with the same usage that are made from the same or different materials Investigating how some solid objects can change shape Identifying properties of materials	Living or non-living Explore and compare the differences between things that are living, dead and things that have never been alive. Begin to understand the characteristics of living things.	Living things: Local Habitats Identify that most living things live in habitats to which they are suited; Identify and name plants and animals in their habitats including microhabitats Describe how habitats provide for basic needs	Food Chains Recall how animals can be grouped by diet (herbivores, carnivores, omnivores) Describe how animals obtain food from plants and other animals using simple food chains Compare food chains across different habitats	Animal and human needs Understand basic needs of animals and humans (water, food, air) Learn that offspring grow into adults Explore life cycles Describe stages of human growth Understand the importance of a balanced diet, exercise and hygiene
History			How was school	How did we learn to fly?		What is a Monarch?



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			different in the past? Children explore how schools have changed over time by comparing schools today with those from the past. Pupils use a range of historical sources to identify similarities and differences and recognise aspects of school life that have remained the same.	Children learn about the history of flight by placing significant events on a timeline and discovering the individuals who helped shape aviation. Pupils build their understanding of chronology while exploring how developments in flight have changed over time.		Children examine the role of a monarch by comparing the monarchy today with the monarchy of the past. Pupils investigate how William the Conqueror became king, examine how castles helped monarchs maintain control and explore how castles changed over time.
Geography	Would you prefer to live in a hot or a cold place? Children examine climate zones and locating hot and cold places around the world. Pupils compare the North and South Poles, Kenya and their local area, while learning the four compass points and the names and locations of the seven continents.	Why is our world wonderful? Children explore the geography of the UK and the wider world by identifying key features of the UK, naming the oceans and locating them on a world map. Pupils investigate natural habitats in their local area and use fieldwork to collect, present and interpret geographical information.			What is it like to live on the coast? Children explore coastal environments by locating the seas and oceans surrounding the UK and investigating the physical features of the Jurassic Coast. Pupils examine how people use coastal areas, conduct fieldwork and present findings from their own geographical enquiry.	
Computing	Computing systems and networks - IT around us Developing understanding of what information technology is and begin to identify examples. Investigating how IT	Creating Media - Digital photography Recognising that different devices can be used to capture photographs and gaining experience capturing, editing, and	Programming - Robot algorithms Sequencing commands in different orders and investigating how the order affects the outcome. Design algorithms and test as	Data and information - Pictograms Understanding what the term data means and how data can be collected in the form of a tally chart. Understanding 'attribute' and	Creating media - Digital music Comparing creating music digitally and non-digitally. Looking at patterns and using this to create music	Programming - Programming quizzes Scratch JR recap Use and modify designs to create a quiz Evaluate and improve their designs



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	improves our world, and the importance of using IT responsibly.	improving photos. Recognising that images they see may not be real.	programs and debug them.	using this to organise data Presenting data visually using software		
Art	Sculpture and 3D: Clay houses The children will learn how to shape and decorate clay through creating a pinch pot and designing and making a clay tile with house features.	Craft and Design - Map it Out The children will explore and create maps through various art forms, including drawing, felt making, print making and designing stained glass.			Painting and mixed media: Colour Mixing The children will explore colour theory through mixing primary and secondary colours, while developing confidence and control when using paint. Pupils investigate how artists use colour expressively, then apply painting techniques to create a final artwork over two stages.	
D&T			Textiles: Pouches The children will learn to sew a running stitch ready to design, make and decorate a pouch using a template	Cooking and nutrition: Balanced diet Discovering the importance of a balanced diet and creating a tasty, balanced wrap to meet a design brief		Mechanisms: Fairground lever Children Investigate how rotating structures work by researching existing fairground wheels and considering how different components fit together. Pupils select suitable materials and develop cutting and joining skills to design and create a functional fairground wheel that rotates and stands freely.
RHE	Created and loved by God Religious Understanding - Let the children come Me, My Body, My Health Emotional Wellbeing Life Cycles		Created to love others Religious Understanding - The Prodigal Son Personal Relationships Life Online Keeping Safe (to include road safety)		Created to live in community Religious Understanding - The Good Samaritan Living in the Wider World	



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Music	Whole Class Tin whistle lessons		Whole Class Tin whistle lessons			
	Beginning to develop an understanding of musical notation Playing music with increasing accuracy, fluency and expression Play and perform in an ensemble		Beginning to develop an understanding of musical notation Playing music with increasing accuracy, fluency and expression Play and perform in an ensemble			
PE	Fundamental Movement Skills through Tag games	Fundamental Movement Skills through Tag games	Foundations of Gymnastics	Fundamental Movement Skills - Net and Wall	Fundamental Movement Skills - Athletics	Fundamental Movement Skills - Strike and Field
			Dance	Dance		