

Year 2 Curriculum Provision Map

Curriculum Drivers
- interwoven throughout our Curriculum -

Ourselfs	Our Aspirations	Our Communities
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	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Theme	In My Pride	In the Dark, Dark House...	What Did You Say?	Seaside Rescue	Down at the Bottom of the Garden	Take It Away!
Numeracy	Knowing & Using Numbers Addition & Subtraction Properties of shape Multiplication	Position, direction & movement Division/Fractions Measurement and Statistics	Knowing & Using Numbers Addition & Subtraction Properties of shape Multiplication	Position, direction & movement Division/Fractions Measurement and Statistics	Revision and embedding of Year 2 Key Concepts assessed as not yet secure	
Literacy	a story about friendship an explanation of the lifecycle of a frog Grammar focus: capital letters, conjunctions, adverbs of time	a fairy tale instructions Grammar focus: conjunctions, adverbs	a diary entry write in different forms for communication Grammar focus: first person, past tense, contractions in speech	Grammar: er and -est suffixes, a poem a non-chronological information text Grammar focus: Commas	a play scene a persuasive voice over Grammar focus: explanation marks, full stops, question marks, adjectives and nouns	a fantasy story an information text Grammar focus: past and present tense, capital letters
Science	Animals Including Humans: Adults and off-spring Needs for survival (water, food, air) Living Things and their Habitats: Living/non-living things	Additional content: Light and Dark: dark is the absence of light Electricity: battery/mains & safety	Everyday Use of Materials: Suitability of materials for uses Changing by squashing, bending, twisting, etc.	Animals Including Humans: Habitats Simple food-chains Living Things and their Habitats: Living/non-living things	Plants: Conditions for growth and health Observe seeds and bulbs growing	Animals Including Humans: Exercise, food types and hygiene + Additional content: Changing Materials: solids and liquids
Computing	Communicate: create an animation about Guy Fawkes (2Animate).	Code: create an animated skeleton using Scratch online software.	Connecting and Communicating: Internet safety (thinkuknow.co.uk and/or Kidsmart.org.uk). Then present information.	Coding: create a simple animation with a seaside theme (Scratch)	Communicate: create an animated diagram showing the parts of the plant (2Simple).	Collecting and Communication: To present knowledge about Healthy Eating in the form of a short news broadcast or poster.
History	Events beyond living memory that are significant nationally: Guy Fawkes Events beyond living memory that are significant globally: Remembrance Sunday	The lives of significant individuals in the past who have contributed to national and international achievements. Florence Nightingale, Thomas Edison, Michael Faraday	Events beyond living memory that are significant nationally: Focus: The Great Fire of London Samuel Pepys' Diary/communication through code.	The lives of significant individuals in the past who have contributed to national and international achievements. Grace Darling Significant historical events, people and places in their own locality: John Smeaton	Additional content: Changes over time: Farming past and present.	NONE
Geography	NONE	NONE	Geographical Skills and Field work: Simple plan view with key Map an short route with features in sequence	Geographical Skills and Field work: Standard symbols and devise a key	Geographical Skills and Field work: Aerial photograph Plan perspectives to recognise landmarks	Locational Knowledge: Mapping- Continents and oceans Hot and cold areas of the world Place Knowledge:

						Compare and contrast UK and a non-European country (Ghana)	
Art and Design	Painting, rubbings and collage: Henri Rousseau Create a jungle collage	Drawing and Painting: Tonal drawing /colour-mixing to make 'Light and Dark' compositions	Printing and Digital media: Andy Warhol 'Pop Art'	Textiles: Weaving	Sculpture: William Morris Clay tile	Drawing and Sculpture: Giuseppe Arcimboldo Compositions and sculptures using fruit and vegetable shapes	
Design Technology	Joining techniques: Design, make and evaluate a family memory box	Moving mechanisms: 'Funny Bones' skeleton model with moving joints	NONE	Mechanisms: winding winch mechanism	Understanding Structures: Poly tunnel	Cooking and Nutrition: Healthy take-away food	
Music	Describing Music: Disney's The Lion King Perform and Evaluate: Sing with control showing clear change in pitch.	Describing Music: timbre and pitch. Compose and Transcribe: symbols to represent a tuned and un-tuned instrument composition.	Describing Music: Rhythm and beat The Haka Compose and Transcribe: Perform and Evaluate: rhythms and sounds using body percussion.	Compose and Transcribe: musical sequences conveying emotion. Perform and Evaluate: Using tuned percussion add accompaniment	Describing Music: Describe changes in pitch, timbre and dynamics. Express feelings in response to music	Describing Music: Using research into local food outlets listen to a range of pieces and describe their components and express feelings.	
Physical Education	Games/Gymnastics	Games: Multi skills	Games: Throwing and catching skills	Gymnastics: Body shapes and balances	Games: Athletics	Gymnastics Moving onto, across and from apparatus with control.	Games: Team games
	Dance	African Dance (Whole class)	Skeleton Dance (Groups)	Haka Dance (Groups)	Under the Sea Dance (Groups)	Barn Dance (Partners)	Alien Dance (Partners)
Religious Education	Celebrations – Journey of Life (Christianity/Judaism)	Believing/Story - Fact and Belief (Christianity/Judaism) Christmas (Christianity)	Symbols and Places (Christianity/Judaism) Easter (Christianity)		Leaders and Teachers (Christianity/Judaism)		
PSHME	Themselves: Managing feeling Road/firework safety	Communities: What is fair? Right and wrong Anti-bullying	Respecting Others: Differences and similarities	Behaving Well: Right and Wrong	Keeping Healthy and Safe: Basic health hygiene	Local Area: Looking after our local, natural and built environment	