Curriculum Overview: Year 2

	Autumn Term		Spring Term		Summer Term	
	Autumn 1:	**Autumn 2:**	**Spring 1:**	**Spring 2:**	**Summer 1:**	**Summer 2:**
Topic	Journeys Around Great Britain	Artic and Antarctica	The Great Fire of London	Mythical Creatures	Outer Space	Superheroes
Visits/ Trips/ Workshops	Tower Bridge / City Hall sightseeing. Sea Life Aquarium to see penguins.		Internal workshops about GFoL Local fire station visit		Nocturnal animal visit. Planetarium Visit from an artist on comic design / drawing.	
Family Learning Project	Fact file on country of origin.	Create a polar diorama or setting. E.g. use an old shoe box to create a scene.	Fire safety project: How do you keep your home safe?	Science: Plant a seed and look after it as it grows into a plant. Keep a plant diary.	Art: create a planet or a solar system. E.g. paper mache planet	Fact file on a family superhero e.g. aunt, uncle, grandparent.
Writing	Fiction: Story writing - own version of The Shopping Basket. Non-Fiction: Fact page – looking at the features of nonfiction texts.	Fiction: Talk for Writing – own version of Last Polar Bear Non-Fiction: Instructions - How to make an igloo**.** Explanation text of the life cycle of a penguin. Poetry: Creating Winter themed rhyming poems.	Fiction: Diary entry – witness account. Non-Fiction: Newspaper report – historical and past tense. Instructions – Escaping a fire safely. Poetry: Creating fire themed shape poems.	Fiction: Story Writing – fantasy settings. Character Description – adjectives, verbs and noun phrases. Non-Fiction: Fact page – looking at the features of nonfiction texts. .	Fiction: Story Writing – parody of Man on the Moon. Non-Fiction: Non Chronological Report about night time. Poetry: Creating night time themed acrostic poems.	Fiction: Character Description – adjectives, verbs and noun phrases. Non-Fiction: persuasive letter about a real life super hero (Link to black history week focusing on the life of a significant individual)
Suggested Texts	Katie in London The Shopping Basket Not For Parents: Great Britain	The Emperor's Egg The Last Polar Bear	Toby and the Great Fire of London. The Great Fire of London (Beginning History). Diary of a Firefighter	George and the Dragon The Emperor of Absurdia Rock, Paper, Scissors/Dragon loves	100 facts: Nocturnal Animals Man on the Moon Aliens Love Underpants The owl who was afraid of the dark Bob's best ever friend Aliens love underpants Day and Night	Great Women who Changed the World Traction Man

			Word Whirls and Other Shape Poems.	The Book of Beasts		
Phonics	Phase 5	Phase 6	Phase 6	Phase 6	Phase 6	Phase 6
Maths	**Number – Place Value** Read and write numbers to at least 100 in numerals and in words. Recognise the place value of each digit in a two digit number (tens, ones) Identify, represent and estimate numbers using different representations including the number line. Compare and order numbers from 0 up to 100; use <, > and = signs. Use place value and number facts to solve problems. Count in steps of 2, 3 and 5 from 0, and in tens from any number, forward and backward. **Number – Addition and Subtraction** Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100. Add and subtract numbers using concrete objects, pictorial representations, and mentally, including: a two-digit number and ones; a two-digit number and tens; two two-digit numbers; adding three one-digit numbers. Show that the addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot. Solve problems with addition and subtraction: using concrete objects and pictorial representations, including those involving numbers, quantities and measures; applying their increasing knowledge of mental and written methods. Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems. **Measurement: Money** Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value. Find different combinations of coins that equal the same amounts of money.		**Multiplication and Division** Recall and use multiplication and division facts for the 2, 5 and 10 times tables, including recognising odd and even numbers. Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs. Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods and multiplication and division facts, including problems in contexts. Show that the multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot. **Statistics** Interpret and construct simple pictograms, tally charts, block diagrams and simple tables. Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity. Ask and answer questions about totalling and comparing categorical data. **Geometry- properties of shape** Identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line. Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces. Identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid.] Compare and sort common 2-D and 3-D shapes and everyday objects. **Number – fractions** Recognise, find, name and write fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$ and $\frac{3}{4}$ of a length, shape, set of objects or quantity.		**Position and Direction** Use mathematical vocabulary to describe position, direction and movement including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise). Order and arrange combinations of mathematical objects in patterns and sequences **Problem solving and Efficient methods**. **Measurement: Time** Tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times. Know the number of minutes in an hour and the number of hours in a day. Compare and sequence intervals of time. **Measurement: Mass, Capacity and Temperature** Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels Compare and order lengths, mass, volume/capacity and record the results using >, < and =	

	Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change. **Multiplication and Division** Recall and use multiplication and division facts for the 2, 5 and 10 times tables, including recognising odd and even numbers. Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (x), division (÷) and equals (=) sign. Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods and multiplication and division facts, including problems in contexts. Show that the multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot.		Write simple fractions for example, 12 of 6 = 3 and recognise the equivalence of 24 and 12. **Measurement: length and height** Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels Compare and order lengths, mass, volume/capacity and record the results using >, < and =			
Science	<u>Living things and their habitats</u> - compare things that are living, dead and things that have never been alive. Describe how different habitats provide needs for different kinds of animals.	<u>Living things and their habitats</u> - name a variety of plants and animals in their habitats, including micro-habitats. Describe simple food chains.	<u>Animals, including humans -</u> basic needs of animals (water, food, air). Describe the importance of good diet, exercise and hygiene. Cooking a healthy snack/lunch.	<u>Plants -</u> observe and describe how seeds and bulbs. Describe how plants need water, light and a suitable temperature to grow and stay healthy.	<u>Use of everyday materials -</u> identify and compare suitability of a variety of everyday materials for particular uses.	<u>Use of everyday materials -</u> find out how shapes of solid objects can be changed by squashing, bending, twisting and stretching.
Learning Across the Curriculum (Foundation Subject Links)	Geography – creating a Local area map. Compass skills. Different types of weather. Art – sketching and shading London skyline using a range of pencil types.	DT – design and build a sledge, design and make an igloo Geography – locating north and south polar regions, understanding extreme polar weather.	DT - 3D models of houses from 1666. History – homes then and now. (History and D&T) Geography – investigating on maps areas affected by the fire.	DT – design and sculpt a mythical creature. Art – Studying the work of Van Gogh and painting a mythical creature focusing on texture Computing- Comic Life/Wanted Poster/iBook	Art – sewing star constellations, printing and papier-mâché planets. DT- explore mechanisms that could be used in a spaceship design. History – Researching a famous astronaut and	DT – design and create a superhero accessory, design and make medals to celebrate ourselves being heroes. Art – Studying the work of Andy Warhol and creating superhero art focusing on pattern.

			Art - Fire paintings/collage		creating a fact file about their achievements.	Computing – algorithms, debugging and programming.
Music	Feel the Rhythm 2 - Duration, tempo, texture	Christmas Shows- Christmas with the Aliens	Eurhythmics - pulse, rhythm, pitch, duration,	Control that sound 2 - Timbre, dynamics	Raise your Voice 2 - Pitch, timbre, structure, texture	Notate the Pitch 1- Pitch, duration, texture, structure, tempo, timbre, dynamics
RE Can stories change people?	Where does the world come from?	Special books	How do special foods and fasting help people?	How do we know Easter is coming?	Forgiveness	Why did Jesus tell stories?
PE	Gymnastics	Dance	Tennis	Basketball	Team Games	Athletics