

## Year 2 Curriculum Overview:

Y2	Autumn 1 Express Yourself	Autumn 2 Into the Light	Spring 1 Fired Up!	Spring 2 Move It	Summer 1 Animals	Summer 2 Everything Changes
<b>Texts</b>	<i>Bear &amp; the Piano</i> <i>The Big Book of the UK</i>	<i>Rama &amp; the Demon King</i> <i>The Best Diwali Ever</i> -Sonali Shah	<i>Great Fire of London:</i> <i>Anniversary Edition NF</i>	<i>Last Stop on Market Street</i>	<i>Leo &amp; the Octopus</i>	<i>George's Marvellous Medicine</i>
<b>Trip</b>	Horniman Museum – World Music workshop	Hindu Mandir SKS Swaminarayan Temple	Tower of London Fire! Fire! Workshop	London Transport Museum	London Aquarium	Shadwell Activity Centre Adventure Learning *
<b>History</b>	<b>Music technology</b> Changes in living memory Comparing then/now	<b>Chembakolli – Fairtrade</b> Sequence pictures Identify similarities/differences between ways of life in different periods	<b>Great Fire of London 1666</b> Sequencing a historical event Explain why things were different in the past. Significant individual: Christopher Wren	<b>Vehicle inventions</b> Timelines artefacts as sources of information significant individual: Amelia Earhart		<b>Elizabeth Garrett Anderson</b> significant individuals who have contributed to national achievement ways in which past is represented
	<b>UK study</b> - 4 UK countries -Capital cities of each UK country	<b>UK and India</b> - 7 Continents - Find locations - Describe 2 locations	<b>Village/City</b> - Describe 2 contrasting locations - Identify landmarks - Directional language N,E,S,W	<b>Transport hubs</b> -compass N, E, S, W -human features on aerial map -class survey and pictogram	<b>World Map</b> -5 Oceans and recap 7 continents -Use world maps, atlases and globes to identify countries, continents and oceans. -Describe Physical features	<b>Local area Map making</b> -Simple fieldwork and observational skills to study the geography of their school and its surrounding environment -Devise a simple map use and construct basic symbols in a key
<b>DT</b>		<b>Shadow puppets</b> -Cutting -Joins	<b>GFoL model houses</b> -Strength and stability -Joins	<b>Moving vehicle models</b> -axles and wheels -evaluating function	<b>Octopus pen topper</b> -Materials and components -Design functional and appealing product	<b>Healthy Bodies</b> Design and prepare a healthy snack that meets a set design brief.
	<b>Art</b>	<b>Abstract Art</b> -Hilma af Klint -Wassily Kandinsky	<b>Diva lamps</b> -Clay -Shape and pattern	<b>St Pauls Sketches</b> -Charcoals -Line, shape, tone	<b>Iconic tfl Posters</b> -sketching using shapes -block colours	<b>Animal Camouflage</b> -Hand roller printing
<b>PSHE</b>	<b>Relationships</b>		<b>Living in the Wider World</b>		<b>Health and Wellbeing</b>	
	<b>Families and friendships:</b> Making friends; feeling lonely and getting help  <b>Respecting ourselves and others:</b> Recognising things in common and differences; playing and working cooperatively.	<b>Safe relationships:</b> Anti Bullying Week, Recognising hurtful behaviour. Privacy, permission and getting help	<b>Belonging to a community:</b> Belonging; roles and responsibilities; being the same and different in the community  <b>Money and Work:</b> What money is; needs and wants; looking after money	<b>Media literacy and Digital resilience:</b> The internet in everyday life; online content and information	<b>Keeping safe</b> Safety in different environments; risk and safety at home; emergencies	<b>Physical health and Mental wellbeing</b> Why medicines should be kept safe  <b>Growing and changing</b> Growing older; Moving class; managing feelings and asking for help
<b>Science</b>	<b>Animals inc Humans</b> Animal Growth and Life Cycles	<b>Everyday Materials</b> Suitability of various everyday materials for their uses	<b>Animals inc Humans</b> Human basic needs, growth, healthy eating, exercise	<b>Everyday Materials</b> Changing shape of materials by squashing, bending, twisting & stretching	<b>Living Things Habitats</b> Alive/dead/never alive Animal and plant habitats Food chains	<b>Plants</b> Seeds/bulbs: plant growth: plant growth needs - water/light/temp,
<b>Computi ng</b>	<b>Algorithms &amp; Coding</b> Computer Programming	<b>Create and Communicate</b> Digital Publishing	<b>Algorithms &amp; Coding</b> Computer Games	<b>Create and Communicate</b> Digital Media	<b>Algorithms &amp; Coding</b>	<b>Data Handling</b> Real World Technology
<b>PE</b>	Catching and throwing (Striver Games 1 Not Just Sports Coach)	Dance (Striver Dance 1)	Gymnastics (Striver Gym 1)	Invasion Games 3 (Not Just Sports Coach)	Catching and throwing (Striver Games 2)	Athletics (Striver Athletics 1)

