

Year Two: Curriculum map 2015-16

Subject	Autumn 1 st half	Autumn 2 nd half	Spring 1 st half	Spring 2 nd half	Summer 1 st half	Summer 2 nd half
Special Occasions	Roald Dahl Day	Diwali Christmas	World Book day	Easter		
English	<p>Narrative: Roald Dahl – George’s Marvellous Medicine. David McKee books. Myths and Legends. Recount/diary, letter, stories.</p> <p>Poetry: descriptive poetry</p> <p>Non-fiction: The Great Fire of London. Information text, leaflet, report text.</p>	<p>Narrative: stories, Dogger, Sugarlump and the unicorn, Stuck. The man who wore all of his clothes.</p> <p>Poetry: Toy poems</p> <p>Non-fiction: The Gunpowder Plot. Info leaflets, labels, instructions.</p> <p>Diwali Christmas</p>	<p>Narrative: Stories – Red Riding Hood, Dangle/Bubbles (ICT text) Storytelling and Fables.</p> <p>Poetry: Food poems</p> <p>Non-fiction: report text, instructions, explanation texts.</p>	<p>Narrative: Shakespeare – A Midsummer Night’s Dream. Easter.</p> <p>Poetry: Descriptive poetry and riddles.</p> <p>Non-fiction: Explanation texts, info texts, advert.</p>	<p>Narrative: The Owl who was afraid of the dark & Bear’s magic pencil.</p> <p>Poetry: descriptive poetry, riddles, cinquain and acrostic poems.</p> <p>Non-fiction: Nocturnal animals, caterpillars and habitats. Report texts, Info texts, Explanation texts.</p>	<p>Narrative: Journeys - stories. Lost and Found, Oi! Get Off our train. The Lighthouse Keeper’s Lunch.</p> <p>Poetry: descriptive poetry, riddles, cinquain and acrostic poems.</p> <p>Non-fiction: Information texts. Seaside and Pirates.</p>
Maths	<p>Number Sense Count in 2s, 5s & 10s. Recognise place value in 2 digit numbers. Compare & order numbers to 100. Compare & order lengths, mass and capacity.</p> <p>Additive Reasoning Solve problems with addition & subtraction to 20 fluently. Solve measurement problems. Answer questions about data.</p>	<p>Geometric Reasoning Recognise properties of 2D & 3d shapes. Order & arrange objects in patterns & sequences.</p> <p>Number Sense Revisit and consolidate previous learning. Extend by applying in a range of contexts. Use the symbols <, > & = to compare numbers to 100 and measurements.</p> <p>Additive Reasoning Recall addition & subtraction facts to 20</p>	<p>Number Sense Continue to develop & extend understanding of place value. Recognise odd and even numbers, interpret & construct simple graphs and tables.</p> <p>Multiplicative Reasoning Recall & use multiplication & division facts for the 2, 5 & 10 times tables. Use x, ÷ & = when recording number sentences. Solve</p>	<p>Number Sense Revisit and consolidate previous learning. Extend by applying in a range of contexts. Measure and record, lengths & heights, mass, capacity & volume using standard units and measuring equipment</p> <p>Additive Reasoning Add & subtract numbers mentally including a 2 digit number and ones, a 2 digit number and tens, two 2 digit numbers</p>	<p>Geometric Reasoning Recognise properties of 2D & 3d shape, including lines of symmetry, number of edges and vertices.</p> <p>Number Sense Revisit and consolidate previous learning. Extend by applying in a range of contexts. Ask and answer simple questions about graphs and charts</p> <p>Additive Reasoning Revisit and consolidate previous learning. Extend by applying in a</p>	<p>Multiplicative Reasoning Solve problems involving multiplication & division. Recognise, find, name & write $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$ and $\frac{3}{4}$ of a length, set of objects or quantity. Write simple fractions of amounts and recognise simple equivalences. Write & tell the time including $\frac{1}{4}$ to and past and draw hands on a clock face.</p> <p>Geometric Reasoning Find fractions of</p>

		extending to facts to 100. Understand that addition can be carried out in any order and the inverse relationship between addition & subtraction. Recognise & use symbols for £ & p, solve problems involving money.	problems involving multiplication & division. Tell the time to 5 minutes, know that 60 seconds = 1 minute & that 24 hours = 1 day	and add 3 single digit numbers. Continue to use money to solve problems.	range of contexts.	shapes as above. Describe position & direction including movement in a straight line & distinguishing between rotation as a turn and as a right angle.
IPC unit	Time Detectives	The Magic Toymaker	We are what we eat	The Earth - Our Home	I'm Alive	From A to B
Science	Learning about: The properties of different materials. Sorting materials. How materials age over time.	Sorting materials. Suitability of materials for particular uses. Forces - changing solid objects by using different forces.	Enquiry Skills Carrying out experiments Why we need to eat food and what the best foods are How some of our food grows How to carry out science investigations About our sense of taste	Micro-habitats Adaptation	Learning about: Habitats Growth 7 signs of life Food chains	Investigating moving objects e.g. planes and boats. Finding out how they move/are powered.

<p>Geography History</p>	<p>History How we find out about the past. The Great Fire of London. The Gunpowder Plot. Creating a time capsule/museum. WW1</p>	<p>History Old and new toys Toy museum Toys and games from the past</p>	<p>Geography Where our food comes from What food is eaten in our home and host country Why different foods grow and are eaten in different countries</p> <p>History About the food that our parents and grandparents ate when they were young How and why the choice of food in our shops has changed What our ancient ancestors ate</p>	<p>Geography Places where animals live (habitats). Different habitats that people in. Endangered animals</p>	<p>.Geography Learning about: Habitats in our local environment. Animals and plants that live in our local environment. Comparing our local area to another location in the world.</p>	<p>Geography Journeys and map reading. Ways of travelling. Journey to school.</p> <p>History Ways of travelling in the past. Timeline of transport.</p>
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Art DT	Art Comparing photographs and paintings. Artist Joan Miro Observational drawings.	DT Designing and making toys and games.	Art About artists that use food for their ideas How to draw and paint fruit and vegetables How artists are involved in things we see around us, including advertising DT How to plan, make and evaluate a healthy pizza How to make a box for a pizza	DT How to make a habitat. How to make a nesting box for bees Art Creating artwork using natural materials. Making a tree collage.	Art Learning: Still life and animal artwork DT Making butterfly feeders.	Art Transport themed artwork - artists: Turner and Monet DT Design and make a moving vehicle.
ICT	E-safety	We are Artists	Programming	We are Zoologists	Programmimg	We are Journalists
Music	Learning about: How sound are made, Playing rhythms.	Sounds interesting	Pulse & Rhythm	Sounds made by different forms of transport, linking these to create a sound-scape. Listening to songs about transport and journeys.	Learning songs connected with light and dark. Knowing how musicians create different effects.	Exploring duration
RE	Special Stories		Special People		Our World	
PE	Dance/Gym	Gym & Games	Dance /Games	Gym & Games	Dance/ games	Gym & Games
PSCHE – Learning about Values	Pride Friendship	Generosity Contentment	Honesty Love	Tolerance	Perseverance Self-belief	Creativity Individuality