

Year 2 - Curriculum map



Planned half term	Year 2	Subject focus	Memorable experience	Innovate challenge	English	Art & Design	Computing	D&T	Geography	History	Mathematics	Music	PE	PSHE	Science
Autumn 1	Street Detectives	History	Walk around the local community	Improve the local area	Traditional Tales- Fairy Tales Explanations and Recount Poetry	Famous local artists; Drawing, painting or collaging views from the local area	Photo stories; Algorithms	Selecting tools and materials; Baking; Sign making; Designing buildings	Fieldwork in the local area; Human and physical features; Using and making Maps with keys; Looking at aerial images	Changes within living memory; Significant people, Places and events in local area	Time; Data handling	Singing	Games/ Gymnastics	Responsibility	Identifying and comparing Everyday materials; Identifying plants in the local area
Autumn 2	Muck, Mess and Mixtures	Art & Design	Messy mixtures day	Messy art exhibition	Traditional Tales- Fairy Tales Explanations and Recount Poetry	Printing; Food landscapes; Mixed media pictures and collages; Colour mixing; Using clay, Christmas	Stop motion animation; Digital photography and presentations	Food tasting; Origins of food; Healthy meals; Following recipes; Designing an outdoor kitchen			Measurement (capacity and mass)	Singing and Christmas Nativity	Games/ Dance	Resilience	Everyday Materials; Working Scientifically
Spring 1	Towers, Tunnels and Turrets	D&T	Experience living in a castle	Make a fortress for the Three Little Pigs	Stories with recurring language, Reports and Poetry	Sculpture using natural materials	Create castles using drawing software	Making models of towers, bridges	Amazing structures around the world; Towers and bridges in the local area	Castles and castle life; Significant individuals - Isambard Kingdom Brunel	Measures (height)	Singing	Games/ Gymnastics	Creativity	Living things and their habitats; Use of everyday materials; Working scientifically
Spring 2	Wriggle and Crawl	Science	Visit local environment	Minibeast life cycle animation	Stories with recurring language, Reports and Poets	Observational drawing; Model making	Creating and debugging programs; Algorithms; Uses of ICT beyond school; Stop motion animation; Logical reasoning; Digital presentations	Origins of food; Selecting natural materials	Fieldwork		Symmetry	Play tuned and untuned instruments, Singing	Games/ Dance	Forgiveness	Living Things and their Habitats; Animals, including Humans; Working Scientifically
Summer 1	The Scented Garden	Science	Visit from a florist/gardener	Make a fragranced gift	Traditional Tales - Myths =, Instructions, Explanations and Poetry	Observational Drawing; Sculpture; Flower-pressing	Presenting information	Making fragrant products	Plants in the local environment; Plants of the world		Measurement	Action rhymes, Singing	Athletics	Friendship	Plants
Summer 2	Beachcombers	Science	Seaside day	Create a sea creature	Traditional Tales - Myths =, Instructions, Explanations and Poetry	Sketchbooks; 3-D modelling; Sand art; Seascapes	Web searches; Common uses of ICT; Digital presentations	Finger puppets	Coastal features	Past and present seaside - Changes in living memory.	Measures (mass)	Singing	Team Games	Reflection	Habitats; Living and Non-living Things; Food Chains; Basic Needs of Animals; Working Scientifically

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