



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	Land Ahoy	Geography	Pirate Day	Find treasure in the school grounds, create a map and plant etc.	The Troll by Julia Donaldson. Pirates Next Door, The Pirate Cruncher	Design your own pirate flag	Programming - simple direction etc., Beebots etc.	Make Lighthouses	Name and locate 4 countries of the UK. Revise continents and the seas, Equator, North and South Poles. Maps and Plans - human and geographical features.	Significant Individuals - Captain Cook, Christopher Columbus, Grace Darling.	Discrete - Place Value, basic addition subtraction etc.	Singing - Pirate songs	Games / Gymnastics	Responsibility	Structures - materials, solid - boats etc
Autumn 2	Muck, Mess and Mixtures	Art & Design	Visit Roald Dahl Museum	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 and tunnels	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	Create our own Mini Beast Hotel	Mini-beast 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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