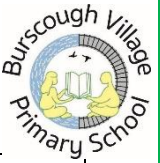




Burscough Village Primary School
Year 2
Autumn Curriculum Overview



	Autumn 1	Autumn 2
Maths	<ul style="list-style-type: none"> ▪ Number and Place Value ▪ Measurement- Length ▪ Addition ▪ Subtraction ▪ 2D and 3D shapes 	<ul style="list-style-type: none"> ▪ Counting ▪ Multiplying and Sorting ▪ Statistics ▪ Fractions ▪ Measurement – Capacity, Volume and Time ▪ Money
English	<p><u>Narrative</u></p> <ul style="list-style-type: none"> ▪ Read and enjoy 'The Way Home for Wolf'. ▪ Character description ▪ Diary writing to include thoughts and feelings ▪ Writing own story about an animal lost in the Savanna. <p><u>Information Text</u></p> <ul style="list-style-type: none"> ▪ Research facts about wolves ▪ Create posters ▪ Write facts about animals that live in the savanna. ▪ Include commas in a list ? And ! 	<p><u>Poetry</u></p> <ul style="list-style-type: none"> ▪ London's Burning ▪ Create own poem <p><u>Narrative</u></p> <ul style="list-style-type: none"> ▪ Read Fire Cat ▪ Create story maps using own ideas & thoughts and feelings of each character ▪ Write own story <p><u>Instructions</u></p> <ul style="list-style-type: none"> ▪ Linked with RE How to make a Christingle. ▪ Make the Christingle and write own instructions
Science	<p><u>Living Things and Their Habitat</u></p> <ul style="list-style-type: none"> ▪ Explore and compare the differences between things that are living and dead. ▪ Identify that most things live in habitats which they are suited. ▪ Describe how different habitats provide the basic needs. ▪ Identify and name a variety of plants and animals and their habitats. ▪ Describe how animals obtain their food. ▪ Look at simple food chains. 	<p><u>Animals Including Humans: How we Grow and Stay Healthy</u></p> <ul style="list-style-type: none"> ▪ Identify and name a variety of common animals. ▪ Identify and name a variety of carnivores, herbivores and omnivores. ▪ Describe and compare the structure of a variety of common animals. ▪ Identify, name, draw and label the basic parts of the human body. ▪ Say which part of the body is associated with each sense.
PSHE	<p><u>Health and wellbeing</u> <i>What helps us to stay safe?</i></p> <ul style="list-style-type: none"> ▪ How do rules and restrictions keep them safe (e.g. basic road, fire, cycle, water safety; in relation to medicines/ household products and online). ▪ Identifying risky and potentially unsafe situations. ▪ How to resist pressure to do something that makes them feel unsafe. ▪ How not everything they see online is true. ▪ How to tell a trusted adult if they are worried for themselves or others. 	<p><u>Relationships</u> <i>What makes a good friend?</i></p> <ul style="list-style-type: none"> ▪ Making friends. ▪ Recognising when they feel lonely and what they could do about it. ▪ How people behave when they are being friendly. ▪ What makes a good friend? ▪ How to resolve arguments that can occur in friendships. ▪ How to ask for help if a friendship is making them unhappy.
History		<p><u>What do we know about the Great Fire of London?</u></p> <ul style="list-style-type: none"> ▪ Place the Great Fire of London on a timeline. ▪ Locate London and significant landmarks. ▪ Retell the story of the Great Fire of London. ▪ Generate an understanding of how people felt in the Great Fire of London. ▪ Compare fire services now and then. ▪ Create a diary of Samuel Pepys.
Geography	<p><u>Where would you want to live - Kenya or England?</u></p> <ul style="list-style-type: none"> ▪ Locate the UK and Kenya. 	

	<ul style="list-style-type: none"> Locate the seven continents of the world. Understand the climate and physical features of Kenya. What are the main differences living in Kenya and Burscough? What animals and fruit are in Kenya but not in Burscough? 	
RE	<p><u>Christianity (God)</u> <i>Does how we treat the world matter?</i></p> <ul style="list-style-type: none"> Look at Christian beliefs about God as creator and sustainer and consider how these beliefs might influence Christian attitudes towards the planet. Retell the creation account in Genesis 1. Consider different ways that this story might be interpreted. Discuss their own ideas in regard to caring for the planet. 	<p><u>Christianity (Jesus)</u> <i>Why do Christians say Jesus is the 'Light of the World'?</i></p> <ul style="list-style-type: none"> Explore the use of light and how it might be used in religious communities to indicate the presence of God and as a description for Jesus as God incarnate. Make links between the imagery and symbolism of light in Christianity.
PE	<p><u>Fundamental Movement Skills (FMS) Baseline</u></p> <ul style="list-style-type: none"> Run through an obstacle course avoiding objects. Skip forward. Maintain balance on a moveable platform. Throw a ball with direction and force. Walk the length of a narrow beam <p><u>Invasion Games</u></p> <ul style="list-style-type: none"> Develop throwing underarm. Developing the skill of catching and dodging. Moving into a space. 	<p><u>Dance</u></p> <ul style="list-style-type: none"> Explore the theme of fire by creating dance motifs in groups. Develop the use of different techniques to produce an overall performance. <p><u>Gymnastics</u></p> <ul style="list-style-type: none"> Jumping with different shapes. Travelling on hands and feet. Balancing on different body parts. Rolling. Simple sequences with and without apparatus.
Art		<p><u>Drawing and Sketchbook - 'Explore and Draw'</u></p> <ul style="list-style-type: none"> Artists can be collectors: look at things in new ways, bring things to the studio. Observational drawing and experimental mark making. Develop hand-eye coordination through slow and paced looking. Nurture a playful exploration of media.
Computing	<p><u>Coding</u></p> <ul style="list-style-type: none"> Understand what an algorithm is and include one in a computer programme. Create a program using a given design. Understand the collision detection event. Explain that algorithms follow sequences and timed sequences. Describe that different objects have different properties. Understand what different events do in code. Identify the function of buttons in a program. Understand what debugging is and debug simple programs. 	
DT		<p><u>Mechanical Systems</u></p> <ul style="list-style-type: none"> Design, create and evaluate a wheeled vehicle. Children can decide on the design and vehicle. Develop understanding of different types of axles.
Music	<p><u>How does music help us make friends?</u></p> <ul style="list-style-type: none"> Learn the song 'Hands, Feet, Heart' celebrating South African music. 	<p><u>How does music teach us about the past?</u></p> <ul style="list-style-type: none"> Learn the song 'Ho, Ho, Ho' a Christmas song.