



Year 2 Curriculum map Year A and Year B



Planned half term	ILP	Year group	Subject focus	Memorable experience	Innovate challenge	Recommended book (mostly Power of Reading texts)	Love to Investigate	Art & design	Computing	Design & technology	Geography	History	Mathematics	Music	PE	PSHE	Science
Autumn 1	Wriggle and Crawl	Year 2	Science	Visit a woodland, grassland, heath, fen or wetland	Minibeast life cycle animation	1. The Robot and the Bluebird by David Lucas 2. The Bee who Spoke by Al MacCuish	Do insects have a favourite colour? Do snails have noses? What is the life cycle of the ladybird? Where do snails live?	Observational drawing: Model making	E-Safety-Jessie and Friends Staying safe and learning how to make positive choices, sharing pictures and considering others feelings.	Origins of food; Selecting natural materials	Fieldwork	Discrete	Symmetry	Play tuned and untuned instruments	Dance	Feeling positive	Living things and their habitats; Animals, including humans; Working scientifically
Autumn 2	Bounce	Year 2	PE	Visit a soft play area/Session with a local sports team	Organise a sports day for grown ups	1. Slam! by Adam Stower 2. Bibble and the Bubbles by Alice Hemming	Do all balls bounce? Why should I exercise? How do germs spread?	Sculpture	Coding Scratch Jnr - Sequencing grow and shrink, movement and speed, repeat and adding sound E-Safety - being kind online and following a digital trail.	Materials and mechanisms	Discrete	Significant Individuals - Sporting heroes	Measurement; Properties of shapes	Chants and rhymes	Throwing and catching	Teamwork; Health and well-being	Everyday materials; Forces; The importance of exercise
Spring 1	The Scented Garden	Year 2	Science	Visit a garden centre or florist	Make a fragranced gift	1. Story Tree by Hugh Lupton 2. Winter Sleep: A Hibernation Story by Sean Taylor and Alex Morss	What's on your wellies? Can seeds grow anywhere? How does grass grow?	Observational drawing; Sculpture; Flower-pressing	Digital Literacy - Using a computer Appropriate websites, digital footprints, search engines, Typing skills.	Making fragrant products	Plants in the local environment; Plants of the world	Discrete	Measurement	Action rhymes	Discrete	Discrete	Plants
Spring 2	Street Detectives	Year 2	History	Walk around the local community	Improve the local area	1. Claude in the city by Alex Smith 2. Jolly Postman by Allan Ahlberg and Janet Ahlberg	How do plants grow in winter?	Famous local artists; Drawing, painting or collaging views from the local area	Digital Literacy - Using a computer How the internet works and different uses of computers. Photo Editing (layers and transparency)	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	Discrete	Keeping fit	Belonging to a community; Improving the local area	Identifying and comparing everyday materials; Identifying plants in the local area
Summer 1	Land Ahoy!	Year 2	Geography	Visit a marina/boat yard/RNLI station/boating lake	Find pirate treasure	How to find gold by Viviane Schwarz 2. The Secret of Black Rock by Joe Todd Stanton 3. Flotsam by David Wiesner	Why do boats float? Can you find the treasure?	Observational drawing; Printing	E-Safety - Keyword searching Digital Literacy - Taking and editing photos. Presentation of photos.	Mechanisms; Structures	Using and making maps; Location knowledge; Using and giving directions	Significant historical people - Captain James Cook, Grace Darling; Famous pirates	Mass; Position; Direction and movement	Sea shanties	Discrete	Feeling positive about themselves	Everyday materials; Working scientifically
Summer 2	Towers, Tunnels and Turrets	Year 2	Design & technology	Visit a local castle	Make a fortress for the Three Little Pigs	The Dark by Lemony Snicket and Jon Klassen	Can you make a paper bridge? Where do worms like to live?	Sculpture using natural materials	Coding Scratch Jnr - Creating a game.	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)	Discrete	Defend and attack games; Balance and co-ordination	Dilemmas	Living things and their habitats; Use of everyday materials; Working scientifically