Curriculum Overview: Year 2

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Enrichment	Rosa Parks workshop	Phunky Foods	Photographer visit	RNLI	Bassenfell Manor Residential	Castle Visit
English	**Outcomes:** Character descriptions, wanted posters, letters, narrative retellings, speech bubbles **Main Outcome:** Sequel	**Outcomes:** Missing posters, fact-files, lists, postcards, wanted posters, information report, short retellings **Main Outcomes:** Persuasive letter	**Outcomes:** Personal reflections, letters, narrative retellings, own version narratives **Main Outcomes:** Non-chronological report	**Outcomes:** Letters, interviews, lists, instructions **Main Outcomes:** Rhyming poem	**Outcomes:** Dragon guides, letters, encyclopaedia entries, explanations, lists, descriptions **Main Outcomes:** Narrative	**Outcomes:** Persuasive posters, instructions, setting description, captions, postcards, diary entries **Main Outcomes:** A Walk in… Guidebook
	Outcomes: captions, information, character descriptions, comparisons **Main Outcomes:** non-chronological leaflet	**The Snowman** Whole School Writing Root	**Outcomes:** Letters of advice, thought bubbles in role, short news reports, retellings, information posters **Main Outcomes:** Own narrative	**Outcomes:** Labels, memory poems, interviews, captions, postcards **Main Outcomes:** Sequel story	**Outcomes:** Labels, diary entries, instructions, postcards, logs, dialogue, fantasy setting description **Main Outcomes:** Fantasy narrative	**Outcomes:** Metaphor poetry, simple character descriptions, interview questions, senses poetry, advert, advice slips, letter **Main Outcomes:** Own version narrative

Maths	White Rose Maths v.3				
	Mastering Number				
Science	**Human Survival** Human life cycle; needs for health and survival; healthy lifestyle; hygiene routines.	**Habitats** Exploring habitats; living and non-living things; plants and animals in a habitat; animal shelter and food; food chains; animal adaptions; plant adaptions	**Uses of Materials** Use of everyday materials; how materials properties are suitable or unsuitable for specific purposes; explore how materials can be changed.	**Plant Survival** Growth of plants from seeds and bulbs; observe the growth of plants first-hand; recording changes over time; identifying what plants need to grow and stay healthy.	**Animal Survival** Growth in animals by exploring life cycles of some familiar animals; build on learning about the survival to humans by identifying the basic needs of animals for survival, including: food, water, air and shelter.
History	**Movers and Shakers** The impact historically significant people had on the world; use timelines, stories and historical sources to find out about activists and explorers in detail; use historical models to explore significance.		**Coastline** The history of Whitby; Captain James Cook.		**Magnificent Monarchs** English and British monarchy from AD 871 to the present day; use timelines and other historical sources; build up an understanding of the monarchs and then research three of the most significant sovereigns.
Geography		**Let's Explore the World** Atlases, maps and cardinal points; characteristics of the four countries in the	**Coastline** Physical and human features of coastal regions across the United Kingdom; detailed exploration of the coastal town of Whitby, in Yorkshire.		**Magnificent Monarchs** Significant places; Royal residences.

		UK; hot and cold places around the world; compare England and Somalia.				
Art and Design	**Mix It!** Basic colour theory; the colour wheel; mixing primary and secondary colours; how artists use colour in their artwork.	**Still Life** Significant still life artists and still life techniques; explore a wide variety of still life; learn about colour and composition; create still life arrangement and artwork.	**Flower Head** Visual elements of flowers: shape, colour, pattern, texture and form; explore various artistic methods including: drawing, printmaking and 3D forms using paper and clay.		**Portraits and Poses** Portraiture; analyse portraits of Tudor monarchs; compare Tudor portraits and selfies today; use photo editing software to create royal portraits.	
Design and Technology	**Remarkable Recipes** Sources of food; tools used for preparation; reading simple recipes; choose and make a recipe to fit design criteria.			**Beach Huts** Making and strengthening structures including different ways of joining materials.		**Cut, Stitch, Join** Fabric home products; Cath Kidston; sewing patterns; running stitch; adding embellishment; designing a sewn bag tag.
RE	**Judaism** Hanukkah traditions and customs; Hanukkiah; Miracles	**Christianity** Christmas Christmas; Advent; Joy	**Buddhism** Loser New Year; Compassion; Thanks; The future	**Sikhism** Anand Karaj Marriage; Sikh weddings; Traditions and customs; Love	**Islam** Jumu'ah Prayer; Features of mosques; Worship	**Hinduism** Navrati Hindu gods; Navratri traditions; Celebration
PE	**Fundamentals** Change direction, running, dodging, jumping, combining	**Fitness** Developing agility, balance and coordination through	**Sending and Receiving** Roll, track, receive, catch, throw, send	**Invasion** Knowledge of possession, scoring, attacking	**Net and Wall Games** Defend space, play with a partner and	**Striking and Fielding** Track, throw, catch with accuracy and

	movements develop balance, stability and landing. **Ball Skills** Dribbling, rolling, throwing, catching, stopping and tracking with both hands and feet.	jumping, skipping and exercise to develop strength. **Dance** Dynamics of dance and sharing ideas through movements by using pathways and levels to respond to a stimulus whilst performing in unison with changes of speed.	and receive with increasing accuracy and knowledge of dominant hand/foot. **Gymnastics** Perform balances using different shapes. Take off, land, roll and build sequences.	and defending skills applied in games and when performing simple tactics for attacking and defending. **Yoga** Recall and copy poses, linking actions to create a flow with a developing awareness of flexibility.	develop racket skills whilst playing with an opponent. **Target Games** Aim at a target with consideration of power using underarm and overarm throws to strike and hit into a moving target. Improve Personal Best.	tactic to work against an opponent and understand rules to play fairly. **Athletics** Jump and throw for distance, height and increase sprinting speed.
Music	**Hands, Feet, Heart** *Afropop, South African* South African music. Using voices and instruments, listen and sing back. Using two notes, with C moving to D. Improvisation	**Ho Ho Ho** *Wrapping and improvisation* Festivals and Christmas	**I Wanna Play In A Band** *Rock* Playing together in a band. Using voices and instruments, listen and sing back. Using two notes, with F moving to G. Improvisation	**Learning to play the recorder** Learning to play B, A, G on the recorder and join these notes.	**Friendship Song** *Pop* A song about being friends. Using voices and instruments, listen and sing back, then listen and play your own answer using two notes, with C moving to D. Improvisation	**Reflect, Rewind and Replay** *Classical* Consolidating learning and revise existing knowledge and skills.
Computing	**Technology Around Us** Recognise the uses and features of information technology, identify the uses of information	**Health, wellbeing and lifestyle** **Online Reputation** **Online Bullying**	**Digital Photography** Use a digital device to take a photograph, make choices when taking a	**Privacy and Security** **Copyright and Ownership** **Self-image and Identity**	**Robot Algorithms** Describe a series of instructions as a sequence, explain what happens when we change the order of	**Managing Online Information** **Online Relationships**

	technology in the school and beyond the school, explain how information technology helps us and how to use it safely, recognise that choices are made when using information technology.		photograph, describe what makes a good photograph, decide how photographs can be improved, use tools to change an image, recognise that photos can be changed.		instructions, use logical reasoning to predict the outcome of a program, explain that programming projects can have code and artwork, design an algorithm, create and debug a program.	
PSHE	Keeping/Staying Safe Keeping/Staying Healthy	Relationships	Being Responsible Feelings and Emotions	Computer Safety	Our World	Fire Safety (Special) RHE