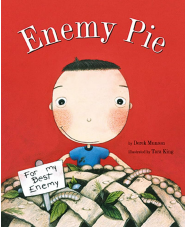
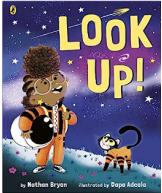
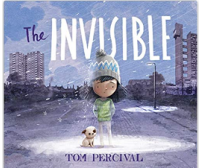
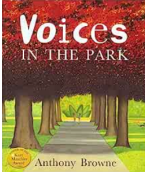
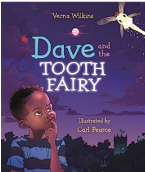
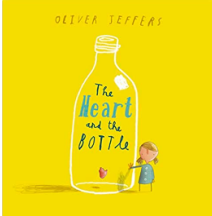
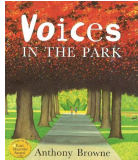
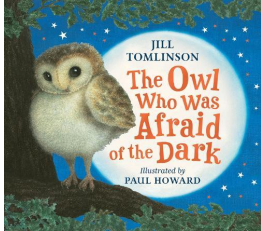
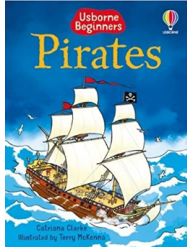


Curriculum Overview

Year 2

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reading Text	Enemy Pie by Derek Munson 	Look Up! by Nathan Bryon The Invisible by Percival  	Voices in the Park by Anthony Browne Dave and the Tooth Fairy by Vera Williams  	The Colour Monster by Anna Llenas 	The Heart in the Bottle by Oliver Jeffers 	Fantastic Mr Fox by Roald Dahl 
Additional Texts	Read Write Inc. Phonics Building Fluency Yellow, Blue, Grey 	Read Write Inc. Phonics Building Fluency Yellow, Blue, Grey 	Read Write Inc. Phonics Building Fluency Yellow, Blue, Grey 	Read Write Inc. Phonics Building Fluency Yellow, Blue, Grey 	Read Write Inc. Phonics Building Fluency Yellow, Blue, Grey 	Read Write Inc. Phonics Building Fluency Yellow, Blue, Grey 

Reading Skills	1b- identify key details from fiction and non-fiction 1d - make inferences from the text 1e - predict what might happen on the basis of what has been read so far	1c- identify and explain the sequence of events in texts 1b- identify key details from fiction and non-fiction 1e - predict what might happen on the basis of what has been read so far	1a - draw on knowledge of vocabulary to understand texts 1b- identify key details from fiction and non-fiction 1f - identify/explain key aspect of fiction and non-fiction texts, such as character, events, titles and information	1a - draw on knowledge of vocabulary to understand texts 1b- identify key details from fiction and non-fiction 1d - make inferences from the text	1a - draw on knowledge of vocabulary to understand texts 1b- identify key details from fiction and non-fiction 1d - make inferences from the text	1h - make comparisons within the text 1d - make inferences from the text 1c- identify and explain the sequence of events in texts
Read at 3	 Dave & the Tooth Fairy by Verna Wilkins Look Up! by Nathan Bryon	 The Invisible by Tom Percival Heart in a Bottle by Oliver Jeffers	 The Colour Monster by Anna Llenas	 Fantastic Mr Fox by Roald Dahl	 Voices in the Park by Anthony Browne	 The Magic Far Away Tree by Enid Blyton
Writing Text	 Great Fire of London by Emma Adams	 My Christmas Star (BBC film unit) If I were in Charge of the World	 Little Red Reading Hood by Lucy Rowland	 The Day the Crayons Quit by Drew Darwell	 The Owl who was Afraid of the Dark by Jill Tomlinson	 Pirates
The Write Stuff Unit	Great Fire of London by Emma Adams	My Christmas Star (BBC film unit) If I were in Charge of the World	Little Red Reading Hood by Lucy Rowland	The Day the Crayons Quit by Drew Darwell	The Owl who was Afraid of the Dark by Jill Tomlinson	Pirates

Text Type/Genre	Non-fiction: Diary	Narrative Poetry	Narrative: Traditional Tale with a Twist	Non-fiction: Persuasive letter	Narrative: Adventure	Non-Fiction: Non Chronological Report
Writing focus	To inform Diary entry in role as a character during 1666	To entertain Retell/revision of the original story	To entertain Revision of the original story	To persuade Write a persuasive letter to the chairs in the classroom	To entertain Revision of the original story	To inform To write a factfile on pirates
Grammar focus	- Word classes (adjectives, nouns, verbs) - Suffix words (-ly & -est) - Conjunctions (and, or, but, if, so, because) - Punctuation marks (., ! ?)	- Contractions - Sentence types (statements, questions, commands) - Word classes (adjectives, verbs and adverbs) - Comparatives & Superlatives ('er' and 'est') - Noun phrases - Inverted commas	- Commas - Word classes (adverbs) - Sentence types (questions) - Prepositions - Contractions - Apostrophes for possession	- Word classes (verbs, adjectives, adverbs) - Conjunctions (but, when, because, also, so) - Time adverbials - Prefixes - Noun phrases	- Prepositions - Word classes (adjectives, adverbs, verbs) - Contraction - Dialogue - Compound sentences - Conjunctions (when) - Punctuation (.,)	- Word classes (verbs, adjectives) - Conjunctions (if, or, because) - Sentence types (Questions, commands, exclamations)
Spelling	- The or sound spelt before l and ll - Soft c - Common exception words - Adding the suffix -y - Homophones - Adding the suffix -ly	- The n sound spelt kn and gn - The igh sound spelt y - Adding the suffix -ing - Homophones - Contractions and apostrophes - Common exception words - The j sound	- The o sound spelt a after w and qu - Adding the suffix -ed - The u sound spelt o, and the or sounds spelt ar after w - Possessive apostrophes	- The r sound spelt wr - Adding the suffixes -er or -est - Homophones - The ee sound spelt ey - Adding the suffix -ness (1)	- Words ending in -il and words where the s makes the zh sound - Adding the -ness - Words ending in -le - Homophones - Words ending in -el - Words ending in -al - The ir sound spelt or after w	- Adding the suffix -ful - Adding the suffix -less - Contractions and apostrophes - Adding the suffix -ment - Adding the suffix -tion - Adding the suffix -es - Possessive apostrophes
Maths	Number Numbers to 20 Count objects to 100 by making 10s Recognise 10s and 1s Use a place value	Number Place 10s on the number line to 100 Place 10s and 1s on the number line to 100 Estimate numbers on a	Number Compare and order numbers Addition and subtraction	Number Subtract two 2-digit numbers (not across a 10) Subtract two 2-digit numbers (across a	Number Skip counting in twos, threes, fives and tens Measure - Time Tell the time to quarter	Measure - Time Tell the time to five minutes Recognise minutes in an hour and hours in a day

	chart Partition numbers to 100, including flexibly Write numbers to 100 in words Addition and subtraction Know number bonds to 10 and 20 Derive related facts Know bonds to 100 Multiplication and division Recognise and make equal groups Add equal groups Recognise the multiplication symbol Fractions Understand the terms part, whole, equal and unequal To recognise a half To find a half Measure - Length, Height Measure in centimetres Measure in metres Compare lengths and heights Order lengths and heights	numberline Addition and subtraction Add and subtract 1s Add by making 10 Add three 1-digit numbers Add and subtract across a 10 Subtract from a 10 Subtract a 1-digit number from a 2-digit number Find 10 more and 10 less Multiplication and division Multiply using equal groups by sharing and grouping Use arrays to solve problems Fractions Recognise and find a quarter and a third Measure - Mass Compare mass Measure in grams Measure in kilograms	Add and subtract 10s Add two 2-digit numbers (not across a 10) Add two 2-digit numbers (across a 10) Measure - Money Count money in pounds and pence Make the same amount of money in different ways Statistics Make tally charts Draw and interpret tables Draw and interpret block diagrams Multiplication and division Recall and use facts for the two times table Recognise odd and even numbers Double and halve numbers	10) To complete mixed addition and subtraction problems To compare number sentences Multiplication and division Recall and use multiplication and division facts for the 5 and 10 times tables. Fractions Find the whole Find unit and non-unit fraction of shapes and amounts. Measure - Capacity Measure in ml and l Compare volume and capacity Read temperature from a scale Shape Recognise 2D & 3D shapes Count sides and vertices on 2D shapes Identify lines of symmetry on shapes. Sort 2D shapes	of an hour, using 'past' and 'to' Addition and subtraction Solve missing number addition and subtraction problems Position and direction Use language of position, and describe movement and turns Statistics Draw and interpret pictograms Fractions Recognise equivalence of half and two quarters Count in fractions to one whole	Compare amounts of money Measure - Money Compare amounts of money Calculate with money Make a pound Find change Shape Count faces, edges and vertices on a 3D shape Sort 3D shapes based on their properties. Recognise and make patterns using 2D and 3D shapes Multiplication and division Apply bar modelling to sharing and grouping
History	The Great Fire of London		Travel and Transport		How should we remember Pocahontas?	
Geography		Weather & Climate		Countries of the UK		Map Makers

Science Plymouth Resources	Living things and habitats.	Materials	Animals including humans	Animals including humans (Ext Unit) Science Week	Plants	Plants (Ext Unit)
Art	Explore and Draw Chn will be introduced to Andy Goldworthy and the photographs that he takes of his ephemeral land art. Through observation and discussion of artwork the children will learn key progression skills in evaluation and the embryonic stages of the design and creative process. Chn will understand that artists can find objects and create art using these items.		Mono Print and Expressive Painting Explore the world around them through monoprint. How can we use line, mark, shape and colour to make imagery informed by our own perception of the world? Explore expressive use of paint.		Be an Architect This unit gives pupils the opportunity to explore architecture. We start with an exploration of architects and some of the ways they work, and pupils then go on to create their own architectural model. We can use our imaginations to make architectural models to explore how we might design buildings relating to a particular need or stimulus.	
Design Technology		Making a Moving monster After learning the terms; pivot, lever and linkage, children set to designing a monster that will move using a linkage mechanism. After practising making linkages of different types and varying the materials they use, children can also bring their monsters to life with the gift of movement.		Textiles - Pouches Having looked at ways to join fabric in Year 1, children are given their first opportunity to sew in this topic. By making their own template, children can ensure that their pieces of fabric will be exactly the right size. With their fabric cut out, pupils use a simple running stitch to join two pieces together before decorating the front of it, according to their designs.		Baby Bear's Chair Using the tale of Goldilocks and the Three Bears as inspiration, children help poor Baby Bear by making him a brand new chair. When designing the chair, they consider his needs and what he likes and explore ways of building it so that it is a strong and stable structure and doesn't break again!
PSHE	Being Me in My World	Celebrating Differences	Dreams and Goals	Healthy Me	Relationships	Changing Me
RE	Christianity: What did Jesus teach?	Christianity: Why do Chrtisitans believe God gave Jesus to the world?	Islam: Does praying at regular intervals help a muslim in his/her everyday life?	Christianity: How important is it to Christians that Jesus came back to life after his crucifixion?	Islam: does going to a mosque give Muslims a sense of belonging?	Islam: Does completing Hajj make a person a better Muslim?

Computing	Program a Robot Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs.	Computer Skills and Online Safety Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. Recognise common uses of information technology beyond school.	Be a Coding Genius Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs.	Program a Robot Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs.	Be a Computer Animator Use technology purposefully to organise, store and retrieve digital content. Use technology purposefully to create and manipulate digital content. Recognise common uses of information technology beyond school. Use technology safely and respectfully. Keeping personal information private. Identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	Digital Art Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Recognise common uses of information technology beyond school.
PE Lesson 1	Fundamentals	Yoga	Gymnastics	Dance	Athletics	Fitness
PE Lesson 2	Ball skills	Sending and receiving	Invasion games	Team building	Target games	Net and Wall games
Music	Great Fire of London Pupils explore dynamics, pulse, beat and rhythm using both Western and graphic notation and interpreting dynamic symbols.	Four Seasons Pupils will be given opportunities to perform and improvise music using their voices, bodies, tuned and untuned instruments.	Folk Songs Pupils learn to sing and perform folk songs from around the British Isles	Toys Pupils will be learning to perform on tuned instruments, developing their ability to perform together as an ensemble from dot notation.	Jupiter Pupils will explore the instruments of the orchestra and the descriptive music of the Romantic period through the theme of space, specifically Jupiter.	Oceans This unit embeds pulse and rhythmic skills through performance, improvisation, listening and composition activities. Pupils will be given the opportunity to perform and compose using their bodies, voices and percussion instruments. They will also learn to read simple rhythmic notation including crotchets, paired quavers, minims and semibreves.
Trips &	Dance Workshop - Bollywood Dancing	Visit a Church	Chocolate making and selling	Cinema Experience (CP)	Fruit Picking	Play Crazy Golf

Experiences			Planetarium visit Taste astronaut food Christmas Panto			
100 Club	Dance Workshop - Bollywood Dancing Making a reservation and order a meal at a restaurant Write a thank you letter Help at Home Week Control a Robot	Visit a Church	Be a coding genius	Taste food from another country Cinema Experience (CP)	Feed farm animals Be a computer animator	Learning to sew Play Crazy Golf
	Engage with weekly topical news Name the 5 major constellations Be a recycling Hero Get involved in help at home week Learn common words and phrases in sign language Know your times tables Make a new friend Democratically debate and vote Navigate public transport Learn to sew Write a thank you letter Be a computer animator Visit a range of religious buildings Control a robot Feed farm animals Go to the Cinema Play crazy golf Bollywood dancing Taste food from another country Learn to skip					

