



YEAR 2 CURRICULUM MAP

		Autumn – Local names	Spring – Exploring	Summer – Holidays
Reading	Word reading	Phonic program - Letters and Sounds		
	Comprehension	Texts include: poetry (contemporary and classic), traditional stories, fairy stories, nonfiction texts (NC p 28)		
Writing	Transcription	Phonics / Spelling program (NC Appendix 1)		
	Composition	Writing : Narratives about personal experiences and those of others (real and fictional); about real events; poetry and for different purposes (NC p 31)		
	VGP	NC Appendix 2		
Speaking and Listening		12 Statutory statements (NC p 17)		
Maths		Number and Place Value, Addition and Subtraction, Multiplication and Division, Fractions, Measures, Geometry: properties of shape, Geometry: position, direction and motion, Statistics		
Science		Animals, including humans	Uses of Everyday Materials	Plants – growth and health Living Things and Habitats – habitats and food chains
		Working Scientifically – information station, growing plants, weather chart.		
Computing		Computer Science - understand that algorithms are implemented as programs on digital devices Make routes using precise instructions Debug simple programs Digital Literacy IT Database	Computer Science - understand that algorithms are implemented as programs on digital devices Digital Literacy IT - use technology purposefully to organise & manipulate digital content	Computer Science – use logical reasoning to predict the behavior of simple programs Digital Literacy Use technology safely ICT -use technology purposely to manipulate digital content
History		Events from beyond living memory - Who was here before me? Local history	Changes within living memory and events beyond living memory. Lives of significant individuals	National/international, possible comparison of aspects of life – Who made history? – Happy holidays now and then!
Geography		Geographical skills and fieldwork– opportunities to use simple compass directions and simple maps	Human and physical geography- exploring hot and cold areas (Equator, North & South Poles.) Locational Knowledge – 7 continents and 5 oceans	Place knowledge - holidays in the UK and non-European country (e.g. Kenya). Focus on similarities and differences
		Geographical skills and fieldwork – on going across the year		
D.T.		Textiles - make a chair	Mechanism - make a vehicle with wheels – based on exploring	Structure - design and make a miniature garden/seaside
Art and Design		Sculpture and painting – local metal and wooden sculptures Artists	Printing – linked to exploration Drawing – texture and line	Drawing and painting -plants Collage – based on a sea-scape
Music		Listening and Singing - animal songs and rhymes using descriptive language. Animal word-rhythm grids Experimenting with Sounds - descriptive weather sequences: using sounds to represent ideas: I hear thunder...	Listening and Singing - travelling songs – adapted; Wheels on Bus / train...jungle trail, movement and actions/ pulse and rhythm Listening and responding - to music representing 'The Sea and Space': creating musical structures	Listening and Experimenting with Sound - world music/songs and dances. Junk Percussion Band? Africa- drumming S. America – Samba Asia – tuned pentatonic chimes etc.
		Music Education Hub: Key Stage 1 Programme Opportunities e.g. 'Little Fingers' - integration on curriculum delivery. (Durham Music Service)		
P.E.		Games & Gymnastics Games & Dance	Dance & Gymnastics Games & Gymnastics	Games & Dance Athletics
R.E.		Beginnings, signs and symbols, Preparations - Come and see	Books, Thanksgiving, opportunities	Spreading the word, Rules, Treasures

Additional information relating to Computing

<p>Computing</p>	<p>Computer Science - Understand that algorithms are implemented as programs on digital devices- send Beebot to match animal cards/identify families of animals /make routes using precise instructions - animals/ weather symbols/ oceans continents – using sets of arrow cards to make instructions Debug simple programs – did it reach the right place? Use of Probot for more complex instructions and programs</p> <p>Digital Literacy SWGFL Staying safe online - choosing appropriate websites. Leaving a digital trail/footprint</p> <p>IT Database Branching database/database sorting and identifying animals</p>	<p>Computer Science - Understand that algorithms are implemented as programs on digital devices – use of programming IPAD apps - Catos Hike Hopscotch ALEX- Using direction / map symbols (G) – treasure map</p> <p>Digital Literacy – Cyberbullying – using technology respectfully. Effective searching</p> <p>IT - Use technology purposely to organize & manipulate digital content Database of solids / liquids and gases. Publisher/WP Advert for a job as an explorer/astronaut/- poster to advertise job. Hot seating as e.g. Christopher Columbus/Neil Armstrong – use easispeaks to prepare – video to record</p>	<p>Computer Science – Use logical reasoning to predict the behavior of simple programs – use food chain pictures/geographical features/holiday pictures – predict sets of instructions – did it reach the correct place? If not debug. Use of Probot for more complex instructions and programs</p> <p>Digital Literacy Use technology safely - Hectors World safety button – who to tell? Privacy</p> <p>ICT - Use technology purposely to manipulate digital content WP – nonfiction texts / posters / information leaflets - habitats - publisher/PowerPoint/ photo story - physical geography/ living memories</p>
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