

Curriculum Skills Overview

Year 2



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Art	<p>The Portrait Project</p> <ul style="list-style-type: none"> -Children learn how to draw features of the face and create self-portraits. 	<p>Colour Chaos</p> <ul style="list-style-type: none"> -Children explore primary and secondary colours. -Children look at the work of various artists who use colour as a main feature within their artwork. -Children experiment with techniques of various artists. 	<p>London's Burning</p> <ul style="list-style-type: none"> -Children will explore the work of scenery artists. -Children use painting and collage to explore the scenery of the Great Fire of London. <p>(They will also use secondary sources to gather ideas during their History lessons.)</p>		<p>Paws, Claws, Jaws</p> <ul style="list-style-type: none"> -Children will identify and describe different textures and try to recreate these working with different media. -Children will select and use appropriate materials to create textures. 	<p>Up and Away!</p> <ul style="list-style-type: none"> -Children will explore pattern through printmaking. -Children will generate ideas for a project by exploring natural resources in our environment.
Computing	<p>Information Technology around Us.</p> <ul style="list-style-type: none"> -Show how to use information technology safely. -To recognise common use of information technology beyond the school. 	<p>Digital photography</p> <ul style="list-style-type: none"> -Use technology to manipulate content. 	<p>Pictograms (swapped to fit with maths)</p> <ul style="list-style-type: none"> -Use technology purposefully to store and retrieve content. 	<p>Robot algorithms (swapped to fit with maths)</p> <ul style="list-style-type: none"> -Create and debug simple programs. -Use logical reasoning. 	<p>Making music</p> <ul style="list-style-type: none"> -Use technology to create content. 	<p>Programming quizzes</p> <ul style="list-style-type: none"> -Predict the outcome of a program. -Understand how algorithms are used and that programs execute by following precise and unambiguous instructions.
Dance and Gymnastics	<p>Circuit Training</p> <ul style="list-style-type: none"> -Children explore a variety of exercises and explore the benefits of staying active. 	<p>Gymnastics</p> <ul style="list-style-type: none"> -Copy, explore and remember actions and movements. -Link actions together to make a sequence. -Travel in a variety of ways. -Log roll, curled side roll (egg), controlled Teddy Bear roll, crouched forward roll. 	<p>Dance</p> <ul style="list-style-type: none"> -Copy, remember and repeat actions. -Create a short motif inspired by a stimulus. -Change the speed and level of their actions. -Use simple choreographic devices such as unison, canon and mirroring. 	<p>Gymnastics</p> <ul style="list-style-type: none"> -Balancing (standing, kneeling and working with a partner) -Jump in a variety of ways and land with increasing control and balance. -Climb onto and jump off of equipment safely. -Move with increasing control and care. -Straight jump, tuck jump, jumping Jack, half turn jump, 	<p>Dance</p> <ul style="list-style-type: none"> -Use different transitions within a dance motif. -Move in time to music. -Improve the timing of their actions. -Perform sequences of their own composition with coordination. -Perform learnt skills with increasing control. 	<p>Dance</p> <ul style="list-style-type: none"> -Perform sequences of their own composition with coordination. -Compete against self and others. -Watch and describe performances, and use what they see to improve their own performance. -Talk about the differences between their work and that of others.

DT			Cooking and Nutrition -Developing food vocabulary -Preparing food hygienically -Cutting, peeling, grating and chopping.	Building Towers -Building structures and exploring how they can be made stronger, stiffer and more stable. -Exploring the use of levers, sliders, wheels and axels.		Model of the Kitty Hawk glider. -Create a model with wheels and attach these using an axle. -Investigate joinings.
English	<u>Who? What? Where?</u> Beegu -Instruction writing -Retelling a story 10 things I can do to help my world -Explanation writing (poster)	<u>Fizz, Pop Bang!</u> George's Marvellous Medicine -Character description The Magic Finger -Diary writing (writing in role) Puffin Book of Fantastic First Poems -Poetry	<u>London's Burning</u> Writing from Great Fire of London artefacts -Writing questions and inferring. VLAD -Retelling story -Story writing (narrative) Great Fire of London poetry	<u>Tall Tales</u> Rapunzel -Diary writing -Instruction texts (How to catch a...) Where Zebras Go -Poetry	<u>Paws, Claws and Jaws</u> Following our trip to Bird World -Recount writing -Non-chronological reports (animals) Leaf -Story writing (narrative) One Day on Our Blue Planet -Explanation text (fact cards) Carnival of Animals -Poetry	<u>Up and Away!</u> The Secret Sky Garden -Setting description -Writing in role (Zoo's diary) Planes (and other things that fly!) The Puffin Book of Fantastic First Poems. -Poetry
Games	<u>Throwing and Catching</u> To throw. Catch, bounce in different ways when standing still or on the move	<u>Dribbling, kicking and Hitting</u> Show continuous and controlled dribbling and know how to change speed/direction Understand and demonstrate striking, passing and receiving with a partner using different equipment	<u>Recognising Space</u> Show good awareness of others when playing games Can move with the ball using a hockey stick	<u>Making Up Games in Partners</u> To observe, play and improve another person's game Choose and use appropriate equipment for the games they create both individually and with a partner	<u>Group Games and Inventing Rules</u> Invent rules and explain how they can improve the game Demonstrate consistency and accuracy in bouncing, kicking, throwing, catching and striking	<u>Tennis</u> Can balance the ball on the racket with some control Show basic control and accuracy hitting a ball
Geography			Using world maps, atlases and globes.	Using simple compass directions.	Recognising landmarks and basic human and physical features.	Devising a simple map.
History			The Great Fire of London -Changes in housing and fire safety.			The History of Flight (linked to Brooklands as a local link) -Hilda Hewlett (first british woman to earn a pilot's license) -The Wright brothers
Maths	Number and Place Value Addition & Subtraction	Addition & Subtraction Measurement: Money	Number: Multiplication & Division	Geometry: Properties of Shape	Measurement: Length & Height	Geometry: Position & Direction

		Number: Multiplication & Division	Statistics Measurement: Time (o'clock and half past, quarter past, quarter to)	Number: Fractions (1/2, 1/4, 2/4, 3/4, 1/3)	Measurement: Mass, Capacity and Temperature	Measurement: Time (5 minute intervals)
Music	Introduction to Descant Recorder-begin to play familiar So Mi songs with notes C and A using left hand. Learning correct playing position..	Begin to play Do Re Mi songs with G A B Performing familiar songs by ear using dynamics (volume) and tempo (speed). Start to match sound to traditional stave symbol.	Explore how songs and rhyme can reflect time and place. Begin to sing in canon/round.	Explore story telling through music. Explore sounds of the orchestra.	Compose simple songs expressing individual/group ideas inspired by the natural world.	Performance – use combined musical skills to play in time with the pulse, melody and accompaniment. Consolidate left hand notes of the Descant Recorder.
Wellbeing	Ravi's Roar	The Girl Who Never Made Mistakes	Ruby's Worry	Aliens Love Underpants	The Name Jar	Chicken Clicking
RE	Why is the Bible an important book? Why do Christians go to church?	What is a Christian? Why did the angels announce the birth of Jesus?	Why did Jesus tell parables?	What are your big questions? What is Easter really about?	Why do Jewish families celebrate Shabbat? What is the Torah?	How do Christians worship God?
Science	Materials Monster -Identifying and comparing suitability of everyday materials. -Observing -Identifying and classifying -Performing simple tests.	Squash, Bend, Twist and Stretch -Explore how shapes might changed by squashing, bending, twisting and stretching. -Observing -Identifying and classifying -Performing simple tests. -Gathering and recording data.	Healthy Me -Describe the importance of human exercise, eating the right amounts of different types of food and hygiene. -Identify and compare suitability of a variety of everyday materials. -Observing -Identifying and classifying -Performing simple tests. -Gathering and recording data.	Young Gardeners -Observe and describe how seeds and bulbs grow into mature plants. -Describe what plants need to grow. -Identify and compare suitability of a variety of everyday materials. -Observing -Identifying and classifying -Performing simple tests. -Gathering and recording data.	Our Local Environment -Explore living things and their habitats. -Name a variety of plants and animals. -Ask simple questions and recognise that they can be answered in different ways. -Observing -Identifying and classifying -Performing simple tests. -Gathering and recording data.	Little Masterchefs -Learn about the basic needs of humans for survival (water, food and air). -Observe seeds growing into mature plants. -Identify and compare suitability of a variety of everyday materials. - Observing -Identifying and classifying -Performing simple tests. -Gathering and recording data.