

Vernon Primary School

Year 2 Long Term Plan - Curriculum Map



	Autumn Superheroes	Spring Hakuna Matata	Summer Where the Wild Things Are
English	<p>Narrative: Stories set in familiar places. Stories that mimic significant authors.</p> <p>Non-Fiction: Instructions Explanations</p> <p>Poetry: Poems that use patterns, rhyme and description.</p>	<p>Narrative: Stories that mimic significant narratives. Narrative diaries.</p> <p>Non-Fiction: Recounts Letters Information Texts & Glossaries.</p> <p>Poetry: Nonsense and humorous poems and limericks.</p>	<p>Narrative: Stories with imaginary settings. Stories set in familiar places. Narrative diaries</p> <p>Non-Fiction: Non-chronological reports.</p> <p>Poetry: Nonsense and humorous poems, including those that use pattern and rhyme.</p>
Maths	<p>Number – Place value Number – Addition and Subtraction Geometry - Shape</p>	<p>Measurement – Money Number – Multiplication and Division Measurement – Length and Height Measurement – Mass, Capacity and Temperature</p>	<p>Number – Fractions Measurement – Time Statistics Geometry – Position and Direction Consolidation</p>
Science	<p>Uses of everyday materials: identify and compare the suitability of a variety of everyday materials. Finding out how the shapes of solid objects made from some materials, can be changed.</p> <p>Enquiry Unit - uses of everyday material.</p>	<p>Plants: observe and describe how seeds and bulbs grow into mature plants.</p> <p>Animals including humans: describe the basic needs of animals, including humans, for survival. Notice that animals, including humans, have offspring which grow into adults</p>	<p>Living things and their habitats: identify and name a variety of plants and animals in their habitats, including micro- habitats</p> <p>Enquiry Unit - Living things and their habitats</p>
Computing	<p>Computing systems and networks – Information technology around us Creating media – Digital photography</p>	<p>Creating media – Making music Data and information - Pictograms</p>	<p>Programming A – Robot algorithms Programming B – Programming quizzes</p>
History	<p>Focus area (knowledge): The Titanic and its passengers - historical events from different perspectives, discussing significant events beyond living memory</p>	<p>Focus area: Nelson Mandela – the life of a significant individual in history</p>	<p>Focus area: History of local parks and National trust sites (Lyme Park - significant historical site in the locality)</p>
Geography	<p>Focus area: Would you prefer to live in a hot or a cold place? – climate zones, continents, features of North and South poles, comparison (Kenya to local area), four compass points</p> <p>Fieldwork: atlases, digital maps, school grounds</p>	<p>Focus area: Why is our world wonderful? – features of UK, amazing places around the world, oceans, natural habitats in locality.</p> <p>Fieldwork: aerial photographs, local woodland or green space</p>	<p>Focus area: What is it like to live by the coast? – continents and oceans, revise UK seas, cities and countries, Jurassic coast (physical and human features over time).</p> <p>Fieldwork: maps, including digital maps, atlases</p>
Art and Design	<p>Focus area: Painting – Superheroes/portraits Artist: Andy Warhol and Marc Jackson</p>	<p>Focus area: Drawing and Painting – African patterns and shapes Artist: Nicholas Kowlaski and Lubaina Himid</p>	<p>Focus area: Sculpture and Digital Media – A wild thing Artist: Nick Park</p>
Design and Technology	<p>Focus area: Textiles - Design and make a superhero cape Designer/Architect: Vivienne Westwood</p>	<p>Focus area: Construction - Matchstick Buildings Designer/Architect: David Adjaye</p>	<p>Focus area: Mechanics - Moving picture using levers, wheels and winding mechanisms. Designer/Architect: Archimedes</p>
Physical Education	<p>Gymnastics - Pathways: straight, zigzag & curving Fundamental Movement Skills Invasion Games Skills Yoga</p>	<p>Dance – Under the Sea Net and Wall Games Skills Target Games Gymnastics – Spinning, turning and twisting</p>	<p>Dance – Animals Striking and Field Games Skills Tri-Golf Athletics</p>
Music	<p>Singing and creating rhythmic and melodic patterns. Orchestral instruments - traditional western stories.</p>	<p>African call and response song using voices and instruments. Whole class instrumental lessons- South Africa</p>	<p>Combining dynamics, timbre, tempo and motifs to compose a larger piece. Learning to play the Glockenspiel as a whole-class.</p>
Religious Education	<p>Thread: Authority & Personal Belief Why are stories important in different ways? How can they be puzzling? What can people learn from them?</p>	<p>Thread: Authority What might people learn from the story of Abraham? Thread: Personal Belief How do people choose what is right and wrong?</p>	<p>Thread: Authority Why are leaders, symbols, and artefacts important to people? Thread: Belonging How do religious/ non-religious families show they belong?</p>
PSHE	<p>Relationships: Families and friendships Safe relationships Respecting ourselves and others MyHappyMind</p>	<p>Living in the Wider World Belonging to a community Media, literacy and digital resilience Money and work MyHappyMind</p>	<p>Health and Wellbeing Physical health and mental wellbeing Growing and changing Keeping safe MyHappyMind</p>
Curriculum Values			
Creativity & Curiosity	Independence	Respect & Cooperation	

'Nobody else is quite like me'