Year 2 Curriculum Overview:

Y2	Autumn 1 Express Yourself	Autumn 2 Into the Light	Spring 1 Fired Up!	Spring 2 Move It	Summer 1 Animals	Summer 2 Everything Changes
Texts	*Bear & the Piano* *Rajiv's Starry Feelings* *The Big Book of the UK*	*Rama & the Demon King* *The Best Diwali Ever -Sonali Shah*	*Great Fire of London: Anniversary Edition NF*	*Last Stop on Market Street*	*Leo & the Octopus*	*George's Marvellous Medicine*
Trip	Horniman Museum – World Music workshop	Hindu Mandir SKS Swaminarayan Temple	Tower of London Fire! Fire! Workshop	London Transport Museum	London Aquarium	Gorsefield Day Adventure Learning *
History	**Music technology** Changes in living memory Comparing then/now	**Chembakolli – Fairtrade** Sequence pictures Identify similarities/differences between ways of life in different periods	**Great Fire of London 1666** Sequencing a historical event Explain why things were different in the past. Significant individual: Christopher Wren	**Vehicle inventions** Timelines artefacts as sources of information significant individual: Amelia Earhart		**Elizabeth Garrett Anderson** significant individuals who have contributed to national achievement ways in which past is represented
Geography	**UK study** - 4 UK countries -Capital cities of each UK country	**UK and India** - 7 Continents - Find locations - Describe 2 locations	**Village/City** - Describe 2 contrasting locations - Identify landmarks - Directional language N,E,S,W	**Transport hubs** -compass N, E, S, W -human features on aerial map -class survey and pictogram	**World Map** -5 Oceans and recap 7 continents -Use world maps, atlases and globes to identify countries, continents and oceans. -Describe Physical features	**Local area Map making** -Simple fieldwork and observational skills to study the geography of their school and its surrounding environment -Devise a simple map use and construct basic symbols in a key
DT		**Shadow puppets** -Cutting -Joins	**GFoL model houses** -Strength and stability -Joins	**Moving vehicle models** -axles and wheels -evaluating function	**Octopus pen topper** -Materials and components -Design functional and appealing product	**Healthy Bodies** Design and prepare a healthy snack that meets a set design brief.
Art	**Abstract Art** -Hilma af Klint -Wassily Kandinsky	**Diva lamps** -Clay -Shape and pattern	**St Pauls Sketches** -Charcoals -Line, shape, tone	**Iconic tfl Posters** -sketching using shapes -block colours	**Animal Camouflage** -Hand roller printing	**Georgia O' Keeffe** -colour tints and shades
PSHE	***Relationships*** **Families and friendships:** Making friends; feeling lonely and getting help **Respecting ourselves and others:** Recognising things in common and differences; playing and working cooperatively.	***Relationships*** **Safe relationships:** Anti Bullying Week, Recognising hurtful behaviour. Privacy, permission and getting help	**Living in the Wider World** **Belonging to a community:** Belonging; roles and responsibilities; being the same and different in the community **Money and Work:** What money is; needs and wants; looking after money	**Living in the Wider World** **Media literacy and Digital resilience:** The internet in everyday life; online content and information	**Health and Wellbeing** **Keeping safe** Safety in different environments; risk and safety at home; emergencies	**Health and Wellbeing** **Physical health and Mental wellbeing** Why medicines should be kept safe **Growing and changing** Growing older; Moving class; managing feelings and asking for help
Science	**Animals inc Humans** Animal Growth and Life Cycles	**Everyday Materials** Suitability of various everyday materials for their uses	**Animals inc Humans** Human basic needs, growth, healthy eating, exercise	**Everyday Materials** Changing shape of materials by squashing, bending, twisting & stretching	**Living Things Habitats** Alive/dead/never alive Animal and plant habitats Food chains	**Plants** Seeds/bulbs: plant growth: plant growth needs - water/light/temp,
Computing	**Algorithms & Coding** Computer Programming	**Create and Communicate** Digital Publishing	**Algorithms & Coding** Computer Games	**Create and Communicate** Digital Media	**Algorithms & Coding**	**Data Handling** Real World Technology
PE	Catching and throwing	Dance	Gymnastics (Striver Gym 1)	Invasion Games 3	Catching and throwing (Striver Games 2)	Athletics (Striver Athletics 1)