

$\underline{Curriculum\ Overview-Year\ 2}$



2022-2023

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	Land Ahoy	Muck, Mess & Mixtures	Street Detectives	Dragons	Wiggle and Crawl	Coastline
English	Drama — Door in the Mountain Descriptive writing — Three Billy Goats Gruff Recount — Visit to Hartlepool Marina	Diary entry — Room on the broom Informal letter writing — Skyman Persuasive writing - The Day the Crayons Quit! Poetry: Fireworks	Storytelling: Jack and the Beanstalk Information poster – Plastic pollution Instructions – Making Chinese spring rolls	Non-chronological report — Castles Poetry - Tell me a Dragon. Information Leaflet - Pet Dragon Instructions — hot cross buns	Superworm -Julia Donaldson Non-fiction - Big book of Bees	Lighthouse Keeper's Lunch - David & Ronda Armitage Letter to new teacher
Oracy	Using non-verbal signals confidently to indicate the contribution they wish to make. Agree, disagree or build. Choose the most appropriate stem independently.	Justify agree/disagree choice with relevant explanations. Use technical, subject-specific vocabulary when explaining opinions.	Begin to understand the importance of posture when speaking. Use taught vocabulary independently, even if not always accurately.	Moderate tone and volume to match the audience. Retell an event calmly in logical order e.g. on the playground.	Maintain suitable posture throughout a spoken contribution. With support, identify a suitable question in response to a stimulus. Be able to change their mind in response to another person's argument.	Be aware of where to look or stand to ensure the audience can hear clearly. Take on the instigator role in a trio discussion. Include taught vocab appropriately and independently in discussions.
Maths	Place Value: Count, read and write numbers in numerals and words to 100. Tens and ones with a part whole model. Use a place value chart. Compare objects and numbers. Order objects and numbers. Count in 2s, 3s, 5s and 10s. Addition and Subtraction: Addition and subtraction bonds to 20. Add and subtract 10s. Add 2-digit and 1-digit numbers, two 2-digit numbers, three 1-digit numbers. Subtract a 1-digit number from a 2-digit number, a 2-digit number from a 2-digit number. Bonds to 100. Measurement: Count money — pence and pounds. Select money. Make the same amount. Compare money. Find the total. Find the difference. Find change. Two -step problems Multiplication and Division: Recognise, make and add equal groups. Multiplication sentences using the × symbol. Multiplication sentences from pictures. Use arrays. 2 times-table, 5 times table, 10 times table.		Multiplication and Division: Make equal groups - sharing and grouping. Divide by 2. Odd & even numbers. Divide by 5 and 10. Statistics: Make tally charts. Draw pictograms. Interpret pictograms. Block diagrams. Properties of shape: Recognise and sort 2D and 3D shapes. Count sides and vertices on 2D shapes. Draw 2D shapes and make patterns. Lines of symmetry. Count faces, edges and vertices on 3D shapes. Sort and make patterns with 3D shapes. Fractions: Make equal parts. Recognise and find a half, a quarter and a third. Unit and non-unit fractions. Equivalence of ½ and ¼. Find three quarters. Count in fractions. Measurement: Measure length in cm and m. Compare lengths. Order lengths. Four operations with lengths.		Make patterns with shapes. Measurement: O'clock and half past. Quarter past and quarter to. Telling time to 5 minutes. Minutes in an hour, hours in a day. Find durations of time. Compare durations of time. Mass, capacity and Temperature: Compare and measure mass in grams and kilograms. Compare capacity: litres and millilitres. Temperature.	

Science	Everyday Materials	Animals incl Humans	Plants	Living things and their habitats
PE	PE Sessions: Games, Taekwondo Begin to show balance and co-ordination when changing direction. Remember, repeat and link simple actions together. Demonstrate poses and movements that challenge their flexibility. Follow instructions. Identify own and others' success.	PE Sessions: Little Kickers, ball skills, Dance Copy, remember and repeat actions. Choose actions for an idea. Show some sense of dynamic and expressive qualities. Throw towards a target. Use co-ordination with and without equipment. Kick towards a stationary target. Move a ball using different parts of the foot.	PE Sessions: Gymnastics, Games, Athletics Use changes of direction, speed and levels with guidance. Attempt to run at different speeds showing an awareness of technique. Show some control and balance when travelling at different speeds. Perform balances making their body tense stretched and curled.	
Computing	Understand algorithms - Make routes using precise instructions Create and debug simple programs. Use technology purposely to organise & manipulate digital content. Use technology safely and respectfully.	Computer Science - understand that algorithms are implemented as programs on digital devices. Use technology purposely to organise & manipulate digital content. Recognise common uses of IT beyond school.	Use logical reasoning to predict the behaviour of simple programs. Use technology purposely to manipulate digital content. Use technology safely.	
History	Significant places in Leadgate, Consett, Durham. Old and new maps Maps and plans, School days British Monarchs — now and then. Mary Seascole Famous sea explorers	Events beyond living memory that are significant globally or nationally Homes and shops — then and now Use aerial photographs and plan perspectives to recognise landmarks.	Changes within living memory and beyond. Christopher Columbus Neil Armstrong	
Geography	Continents, oceans, mountains, rivers. Our school environment. Exploring through forest school.	North/South/East/West. Use world maps, atlases and globes to identify the UK and its countries, as well as the countries, continents and oceans around the world. Environmental damage by humans China Hot and cold places The equator	Contrast area of UK and area of non-European country. World famous towers from around the world (Canada, Italy, London, France and Japan)	
DT	Construction: Christmas crafts Food technology: Understand where food comes from. Clay pottery Construct a working lighthouse using appropriate resources.	Build stacks and towers using natural materials found in the outdoor environment. Model a castle using suitable ICT drawing software.	Textiles: Pouches. Food Technology: Busy bees - exploring honey.	
Art	Creating a large-scale work of art on a comic theme. Carl Warner- Food landscapes Henri Matisse - mixed media pictures and collages. Marbling and bubble prints. Design and carve pumpkins	Weaving, Clay, Dragon's eyes, Terracotta army. Daffodil sketching.	Pattern, texture, 3D design Creating art from rubbings inspired by artist Max Ernst Still life study	

Music	Animal songs and rhymes - descriptive language, word rhythm grids Body sounds Experimenting with sounds to represent ideas - Descriptive soundscapes		Traditional songs - Listening and responding Pulse and rhythm - Songs with actions Recorder playing		World music/songs and dances linked to countries Sound scape - jungle trail Musical structures - 'The Sea and Space'	
RE	Why is the Bible special to Christians? What can we learn from the story of St Cuthbert?	How and why is light important at Christmas?	What does it mean to belong in Christianity?	How do Christians celebrate Easter?	How do Buddhists show their beliefs?	What can we learn about our local faith communities?
PSHE	What makes a good friend?	What is bullying?	What jobs do people do?	What helps us to stay safe?	What helps us to grow and stay healthy?	How do we recognise our feelings?
School events / visitors	Police Firefighters Forest school	Pet's Talk Donkey Visit Africa themed day Father John Coffee, cake and crafts with parents. Forest school	Children's storyteller Aboriginal Day	Father John	Circus theme day	Jet and Ben Police dogs Sports Day
Educational Visits	Hartlepool Marina Library visit	Theatre - Christmas Panto Church Visit		Alnwick Castle		Sealife Centre