

Year 2

2021 – 2022 curriculum content on a page

Autumn 2021	Spring 2022	Summer 2022
CUSP Reading <ul style="list-style-type: none"> The Street Beneath My Feet Grandad's Island Aesop's Fables - The Goose that laid the Golden Eggs Paddington The Christmas Pine - Julia Donaldson 	<ul style="list-style-type: none"> The Quangle Wangle's Hat - Edward Lear Coming to England Mrs Noah's Pockets Rhythm of the Rain Little People Big Dreams 	<ul style="list-style-type: none"> Great Women Who Changed the World Aesop's Fables – The Sun and The Wind Fantastic Mr Fox
CUSP Writing Introduce = green (Block A) Revisit = orange (Block B) <ul style="list-style-type: none"> Character descriptions – CUSP link – Animals and living things Simple retelling of a narrative Poems developing vocabulary Stories from other cultures Formal invitations 	<ul style="list-style-type: none"> Poetry on a theme (humorous). Recount from personal experience Formal invitations Stories from other cultures Non-chronological reports 	<ul style="list-style-type: none"> Character description – builds on CUSP Animals, including humans Non-chronological reports – builds on CUSP Significant people Simple retelling of a narrative Recount from personal experience – builds on CUSP Where we live Poems developing vocabulary – builds on CUSP Stop motion animation Poetry on a theme (humorous / poems about change)
Maths Place Value Addition & Subtraction Money Multiplication and Division	Multiplication and Division Statistics Properties of shape Fractions	Length & Height Position & Direction Time Mass, Capacity, Measurement
CUSP Art and Design <ul style="list-style-type: none"> Drawing Painting 	<ul style="list-style-type: none"> Printmaking Textiles 	<ul style="list-style-type: none"> Collage 3D
Keychain Computing <ul style="list-style-type: none"> Computing systems and Networks Creating Media- Digital Photography 	Computing <ul style="list-style-type: none"> Creating media- Making Music Pictograms 	Computing <ul style="list-style-type: none"> Programming A Programming B
Design and Technology (Kapow) <ul style="list-style-type: none"> Textiles – making a pouch Making a moving monster 	<ul style="list-style-type: none"> Structures – Baby Bear's chair Mechanisms – Fairground Wheel 	<ul style="list-style-type: none"> Food technology – balanced diet
CUSP Geography <ul style="list-style-type: none"> Human and Physical features Compare a small part of the UK to a non-European location 	<ul style="list-style-type: none"> Compare a small part of the UK to a non-European location Fieldwork and map skills 	<ul style="list-style-type: none"> Fieldwork and map skills Compare a different non-European location to our locality (Amazon Rainforest)
CUSP History <ul style="list-style-type: none"> Events beyond living memory 	<ul style="list-style-type: none"> Significant historical events, people, places in our locality 	<ul style="list-style-type: none"> Significant historical events, people, places in our locality Revisit – Events beyond living memory
Music <ul style="list-style-type: none"> African Call & Response Song Orchestral Instruments 	Music <ul style="list-style-type: none"> Musical Me Dynamics, timbre, tempo & motifs. 	Music <ul style="list-style-type: none"> British Songs and Sounds Myths and Legends
PE <ul style="list-style-type: none"> Gymnastics/ Attack, defend and Shoot Send and Return/ Dance 	PE <ul style="list-style-type: none"> Swimming/ Attack, defend and shoot Gymnastics/ Dance 	PE <ul style="list-style-type: none"> Swimming/ OAA Run, Jump, throw/ Hit, Catch, Run
PSHE <ul style="list-style-type: none"> Rights, Rules and Responsibility My Emotions 	PSHE <ul style="list-style-type: none"> Working Together Drug Education 	PSHE <ul style="list-style-type: none"> Managing Risk Managing Change
RE <ul style="list-style-type: none"> Compassion- Islam Believing – saviour- Christianity 	<ul style="list-style-type: none"> Leaders and Teachers – Torah Judaism Symbols and Artefacts- Resurrection – Christianity 	<ul style="list-style-type: none"> Leaders and teachers – Disciple– Christianity Believing- Teshuvah/ Repentance- Judaism

CUSP Science <ul style="list-style-type: none"> • Living things and their habitats • Animals, including humans 	<ul style="list-style-type: none"> • Use of everyday materials • Revisit Living things and their habitats / materials 	<ul style="list-style-type: none"> • Plants • Revisit Living things and their habitats / Animals, including humans
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YEAR 2 Autumn 2021		Art and Design Geography History DT CPU		Science		
6/9	Geography	Human and physical features	Cycle 1		Living things and their habitats	What is alive and what is not?
	Art	Drawing				What do all living things have in common?
13/9	Computing	Computing systems and networks				Where do plants and animals live?
	Art	Drawing				What plants and animals live in our local environment?
20/9	History	Events beyond living memory – Great Fire of London				What are food chains? How are they connected?
	Art	Drawing				Why do plants and animals need each other?
27/9	Geography	Human and physical features				
	DT	Textiles – Making a pouch				
4/10	Computing	Computing systems and networks				
	DT	Textiles – Making a pouch				
11/10	History	Events beyond living memory - Great Fire of London				
	DT	Textiles – Making a pouch				
18/10	Flexible week- Thursday 21 st History off the Page day					
25/10	Half Term					
1/11	Geography	Human and physical features	Cycle 2		Animals, including humans	REMEMBER: what is an animal?
	Art	Painting				How do animals change as they mature?
8/11	Computing	Creating media- Digital photography				How do we change as we mature?
	Art	Painting				What do all animals need to stay alive?
15/11	History	Events beyond living memory - Great Fire of London				
	Art	Painting				
22/11	Geography	Compare a small part of the UK to a non-European location				
	DT	Mechanisms – Making a moving monster				

29/11	Computing	Creating media- Digital photography		Keeping healthy: why do we exercise?
	DT	Mechanisms – Making a moving monster		
6/12	History	Events beyond living memory - Great Fire of London		Keeping healthy: why do we eat different types of food?
	DT	Mechanisms – Making a moving monster		
13/12	Flexible week			
20/12	Christmas break			

YEAR 2 Spring 2022		Science			
3/1		Pd day Tuesday/ Wednesday	Cycle 3	Uses of everyday materials	
					What are materials used for? Categorise and compare wood, metal, plastic and glass.
10/1	Geography	Compare a small part of the UK to a non European location			What are materials used for? Categorise and compare ceramics, rock, paper and card, and fabric.
	Art				
17/1	History	Significant historical events, people, places in our locality.			What happens when we squash, bend, twist or stretch a material?
	Art	Printmaking			
24/1	Computing	Creating media- Making music			What's the right material for the job?
	Art	Printmaking			
31/1	Geography	Compare a small part of the UK to a non-European location			What's the best absorbent material?
	DT	Structures – Baby Bear's chair			
7/2	History	Significant historical events, people, places in our locality.	Who invented waterproofing?		
	DT	Structures – Baby Bear's chair			
14/2	Computing	Creating media- Making music			
	DT	Structures – Baby Bear's chair			
21/2	Half term				
28/2	Geography	Fieldwork and map skills	Cycle 4	Revisit Living things and their habitats / materials	
	Art	Textiles			What is it made from?
7/3	History	Significant historical events, people, places in our locality.	Compare: what is alive, what is not alive and what has never been alive?		
	Art	Textiles			

14/3	Computing	Pictograms	What materials do our pets have or need? Why is that?
	Art	Textiles	
21/3	Geography	Fieldwork and map skills	
	DT	Mechanisms – Fairground Wheel	
28/3	History	Pictograms	
	DT	Mechanisms – Fairground Wheel	
4/4	Computing	Significant historical events, people, places in our locality.	
	DT	Mechanisms – Fairground Wheel	
Easter break			

YEAR 2 Summer 2022			Science
25/4	Geography	Fieldwork and map skills	Plants
	Art	Collage	
2/5	History	Significant historical events, people, places in our locality.	
	Art	Collage	
9/5	Computing	Programming	
	Art	Collage	
16/5	Geography	Fieldwork and map skills	
	DT	Food technology – balanced diet	
23/5	History	Significant historical events, people, places in our locality.	
	DT	Food technology – balanced diet	
30/5	Half Term		
6/6	Computing	Programming	
	DT	Food technology – balanced diet	
13/6	Geography	Compare a different non-European location to ours – Amazon rainforest	

	Art	3D			
20/6	History	Revisit – Events beyond living memory			
	Art	3D			
27/6	Computing	Programming		How do seeds and bulbs grow?	Revisit Living things and their habitats / Animals, including humans
	Art	3D		What do I know about animals, including humans?	
4/7	Geography	Compare a different non-European location to ours – Amazon rainforest		What do plants need to thrive and be healthy?	
	DT	Food technology – balanced diet			
11/7	History	Revisit – Events beyond living memory			
	DT	School study			
18/7	Computing	Programming			
	DT	School study			
22/7	Summer break				

