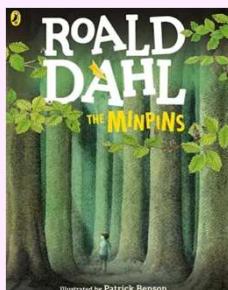


Curriculum Map- Year 2 Term 1



English Reading

Rocket Phonics
Comprehension



Writing

Writing to Inform-History-Family Tree
English – The Minpins (Roald Dahl)
Pupils will use *The Minpins* by Roald Dahl to write to entertain through narrative writing, focusing on describing characters and settings and creating their own simple stories.

Humanities History

Pupils will explore how life has changed within living memory by comparing their own childhood with that of their grandparents. They will look at changes in clothing, toys, food, materials, and everyday life using photos and artefacts. Children will develop an understanding of “then” and “now” and how childhood experiences have changed over time, with a focus on toys and play.

Religious Education and World Views

Theme: What did Jesus teach?
Religion: Christianity.
Key Questions: Is it possible to be kind to everyone all the time?

Music-Sing Up!

1. Beat, rhythm, melody, echo, call-and-response, tuned. 2. Timbre, tempo, dynamics, pitch, classical music, and untuned percussion, progression. 3. Composing using a non-musical stimulus, creating music inspired by birds and birdsong, improvising and playing a solo on instruments.

Art and Design

Pupils will explore artists as collectors and explorers, using their local environment as inspiration for drawing. They will collect and observe natural and everyday objects, developing observational drawing, mark making, and composition skills. Children will experiment with pencil, ink, and watercolour, using sketchbooks to record ideas, explore materials, and reflect on their work.

Maths

Pupils will develop an understanding of place value in numbers up to 100, recognising the value of each digit in tens and ones. They will count in steps of 2, 3, 5, and 10, and use their understanding of place value to support adding and subtracting within 100.

Computing

Computer Science: We will develop computing skills through using Bee-bots: Sequence and repetition.
E-Safety: Learning about the importance of E-Safety.

Physical Education

Pupils will develop fundamental movement skills through a combination of ball skills and gymnastics. They will build coordination, control, and agility through handling, sending, and receiving a ball, alongside exploring basic gymnastic movements such as rolling, balancing, and travelling with increasing control and confidence.

Value - Love

How do we live out our Vision-Let all that you do be done in love.

Science

Pupils will explore living, dead and never alive things, and identify what makes something living. They will learn about habitats and microhabitats, naming plants and animals and how they are suited to their environment. They will also explore how living things depend on each other through simple food chains and identify sources of food.

Design and Technology

Pupils will design, make, and evaluate wooden toys, using tools and materials to cut, shape, join, and finish. They will develop ideas through drawing and modelling and explore simple mechanisms such as wheels and axles.

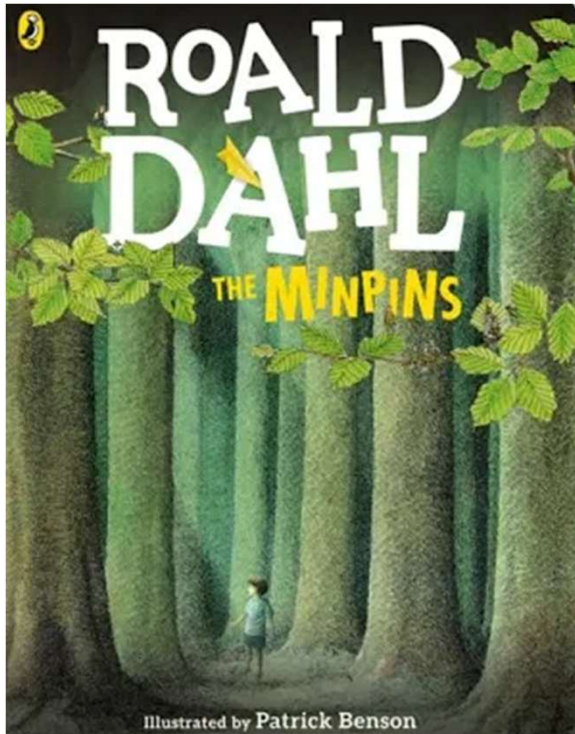
Personal, Social and Health Education and RSHE

Being Me in My World
Outcome: Create a Learning Charter.

Enrichment and Learning Exhibition

Sharing Celebration-Not this term
Begin to learn how to play a recorder.
Harvest Service
Cotswold Trip – 11th September

Knowledge Organiser –How is being part of a family important?



Class Read
The Minpins
By Roald Dahl

English	Phonics	Maths	Science	History
Noun Verb Adjective Adverb Conjunction Co-ordination Subordination Clause sentence Expanded noun phrase Statement Question Exclamation Command tense Present tense Past tense Progressive form Comma Suffix Prefix Apostrophe Possessive apostrophe Punctuation Composition Narrative Description		Number Digit Place value Tens Ones Hundred Count Counting in steps Equal groups Addition Subtraction Add Subtract Sum Total More than Less than Greater than Compare Order Sequence Number line Partition Regroup	Living Dead Never alive Alive Habitat Microhabitat Environment Plant Animal Survival needs Food chain Producer Consumer Predator Prey Source of food Dependence Adaptation Observe Classify Identify Compare	History Past Present Living Memory Then Now Change Compare Similarities Differences Childhood Grandparents Toys Clothing Food Materials Everyday life Photograph Artefact Timeline