LYMINGTON C OF E INFANT SCHOOL
Curriculum Map
YEAR 2

	AUTUMN 1	AUTUMN 2		SPRING 1	SPRING 2	SUMMER 1	SUMMER 2	
Topic Title	Out of this World	Scrumdidilyumptious	Christmas	He's Behind You!	Titanic	What a load of Rubbish!	Curious Creatures	Transition (1 week)
Hook/ Starter	Winchester Science Centre	Taste Testers for Willy Wonka	Snow inside!	Pantomime	Hampshire Wardrobe Topic Boxes	Eco-Team Evaluation	A mysterious animal entered the school over half term	Visit to Juniors
WOW/Visit/Visitors		Linden House and Chocolate Making	Christmas Carole Concert		Sea City Museum	Environmental Agency	Beaulieu Tree House	
Outcome	Songs from Outer Space and Sharing of Space Fact Files			Story Time with Year 1	Titanic Themed Day	Litter Pick	Leaver's Presentation	Picnic and Treasure Hunt
ENGLISH Genres and Text Types	•Non-Fiction-Non Chronological Report •Fiction-Narrative 'Man on the Moon'	•Fiction-Charlie and the Chocolate Factory Letter •Non-Fiction-Explanation •	•Fiction-Christmas Narrative 'The Bear and the Hare' Non-Fiction-Invitations	• Fiction-Traditional Tales	• Non-Fiction-Recount/Blog • Fiction-Narrative 'I was there…' •Non-Fiction-Instructions	**What a Load of Rubbish!** •Fiction- Narrative 'Tin Forest' or 'Tidy' •Poetry-Contemporary 'Litter Lout'	**Curious Creatures** • Non-Fiction-Fact File/Leaflet/Newspaper Report • Poetry-Classical Poetry Book Review	• Letter to Junior School
MATHS	Number – Place Value Addition and Subtraction	Measurement: Money Multiplication and Division		Multiplication and Division Statistics Geometry: Properties of Shape	Geometry: Properties of Shape Number: Fractions Measurement: Length and Height	Position and Direction Problem solving and efficient methods Measurement: Time	Measurement: Time Measurement: Mass, Capacity and Temperature	
SCIENCE	**Living things and their Habitats** • explore and compare the differences between things that are living, dead, and things that have never been alive	**Plants** • observe and describe how seeds and bulbs grow into mature plants Plant Amyrilis • identify and name a variety of plants and animals in their habitats, including micro-habitats		**Use of Everyday Materials** • find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching. SC1 Based on children's own ideas and interest	**Living things and their Habitats** • identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different • describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food SC1 **Why did the Titanic sink?** What is the best shape for a boat? Floating/ sinking boats.	**Plants** • Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy. SC1 **What does a healthy plant need to grow?** Cress growing experiment in light/dark, cold/hot place, water, no water, some water	**Animals, including Humans** • notice that animals, including humans, have offspring which grow into adults • find out about and describe the basic needs of animals, including humans, for survival (water, food and air) • describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene.	
COMPUTING	**E-Safety** • To use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. **Coding** • To create and debug simple programs use logical reasoning to predict the behaviour of simple programs	**Spreadsheets** • To use technology purposefully to create, organise, store, manipulate and retrieve digital content		**Effective Searching** • To use technology purposefully to create, organise, store, manipulate and retrieve digital content		**Creating pictures Making music** • To use technology purposefully to create, organise, store, manipulate and retrieve digital content	**Presenting Ideas** • To recognise common uses of information technology beyond school	

GEOGRAPHY	**Locational Knowledge** • Oceans and continents	**Place Knowledge** • Contrasting non-European Country. **Geographical skills and fieldwork** • Use aerial photographs to recognise human and physical features			**Locational Knowledge** • UK countries and their capital cities.	**Human and Physical Geography** • Hot and cold – Equator/ North and South Poles. • Compare human and physical geographical features.	**Geographical skills and fieldwork** • Use maps, atlases and globes • Compass directions and locational language
	Human and Physical Geography • Use basic geographical vocabulary						
HISTORY	**First Man on the Moon** The Great Space Race Neil Armstrong, Buzz Aldrin and Michael Collins.				**Titanic** Discover the journey of the Titanic from creation to its end and what life was like on board for passengers in all classes.		**Explorers** Comparing Christopher Columbus and Neil Armstrong
ART	**Painting** Focus Artist: Peter Thorpe • Know about the work of the artist Peter Thorpe making links to their own work. • produce creative work, exploring their ideas and recording their experiences • to use a range of materials creatively to use drawing and painting to develop and share their ideas, experiences and imagination • to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space • evaluate and analyse creative works using the language of art, craft and design			**Drawing** • know about the work of a range of artists, describing the differences and similarities between different practices and disciplines, and making links to their own work. • produce creative work, exploring their ideas and recording their experiences • become proficient in drawing, painting, techniques • evaluate and analyse creative works using the language of art • develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space		**Collage** • produce creative work, exploring their ideas and recording their experiences • to use a range of materials creatively to design and make products • to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space	**Sculpture** Focus Artist: Alexander Calder Wire Fish Sculptures • to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination • to use a range of materials creatively to design and make products
DT	**Structures** Space Buggy Use axles, wheels, cut dowling/junior hacksaws		**Joining** Use simple joining techniques to create a Christmas tree decoration.		**Health and Nutrition** Design a new range of fruit drinks to sell at the super market	**Textiles** Collaborative piece of work on hessian using eco-friendly fabrics	

			Understanding Christianity- Why does Christmas Matter to Christians				
RE	Sukkot Thankfulness			**Understanding Christianity** What do Christians Believe God is Like	**Understanding Christianity** Why does Easter Matter to Christians		**Understanding Christianity** What is the Good News Jesus Brings?
PSHE	Working well together	Other people are special too		Caring for myself	Caring for others	Keeping safe	Looking forward.
PE	Real P.E. Unit 2 Social Skills **Collaborative Games**	Dance Co-ordination – Floor movement patterns Static Balance – 1 leg standing **Circuits** Unit 1 Personal Skills		Real Gym Unit 5 – Applying physical skills **Quicksticks/Football Skills** Agility – reactions/response	Real P.E. Unit 3 cognitive skills Dynamic Balance – exploring movement Static balance – small base **Dance**	Real Gym Unit 4 Creative Skills Counter Balance in pairs **Athletics/Sports Day Skills**	Real P.E. Unit 6 Health & Fitness Agility – Ball Chasing **Tennis** (Striking and control, working with others when rallying)
MUSIC	<u>**The Planets - Holst**</u> Listen and respond to extracts. **Man on the moon** Experiment with, create, select and combine sounds using the inter-related dimensions of music - **Timbre and Texture**	**Jolly Rogers** Experiment with, create, select and combine sounds using the inter-related dimensions of music - **Notating and Structure**		**World Music** Use their voices expressively and creatively by singing songs and speaking chants and rhymes	**As Cold as Ice** Listen with concentration and understanding to a range of high-quality live and recorded music		Play tuned / Untuned instruments musically– theme to be arranged e.g. 'Minibeast Magic linked to Science Work