







# Year 2 Curriculum Overview 2024 - 2025

Autumn	Spring	Summer
History	History	History
Bonfire Night and The Great Fire of London 	Our Local Heroes 	The Greatest Explorers! 
Geography	Geography	Geography
Our County 	Hot and Cold Places 	India 
English	English	English
<u>Writing</u> Look Up (Nathan Bryon) - Recount Owl Who Was Afraid Of The Dark (Jill Tomlinson) – Non-fiction Information text  <u>Reading</u> The Troll – Julia Donalson Above and Below – Hanako Clulow	<u>Writing</u> Grandad’s Camper (Harry Woodgate) – Journey Story. Major Glad, Major Dizzy – (Jan Oke) – Recount – Diary  <u>Reading</u> The Dragonsitter – Josh Lacey Owen and the Soldier – Lisa Thompson	<u>Writing</u> The last wolf (Mini Grey) – Letter Grandad’s Secret Giant (David Litchfield) – Narrative  <u>Reading</u> Fantastic Mr Fox – Roald Dahl Grimm’s Fairy Tales

Maths	Maths	Maths
Place Value Addition and Subtraction Shape	Money Multiplication and Division Length and Height Mass, Capacity and Temperature	Fractions Time Statistics Position and Direction Consolidation
Science	Science	Science
<p><b>Living things and their habitats</b>            Explore and compare the differences between things that are living, dead, and things that have never been alive.</p> <p>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 kinds of animals and plants, and how they depend on each other.</p> <p>Identify and name a variety of plants and animals in their habitats, including microhabitats.</p> <p>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.</p>	<p><b>Uses of everyday materials</b>            Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for different uses</p> <p>Compare how things move on different surfaces.</p> <p>Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching</p> <p><b>Animals including humans (part 1)</b>            Find out about and describe the basic needs of animals, including humans, for survival (water, food and air)</p> <p>Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene.</p>	<p><b>Animals including humans (part 2)</b>            Notice that animals, including humans, have offspring which grow into adult</p> <p><b>Plants</b>            Observe and describe how seeds and bulbs grow into mature plants</p> <p>Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy.</p>

<b>Computing</b>		<b>Computing</b>		<b>Computing</b>	
<p style="text-align: center;"><b>Information technology around us</b></p> <p>Identifying IT and how its responsible use improves our world in school and beyond.</p> <p style="text-align: center;"><b>Digital photography</b></p> <p>Capturing and changing digital photographs for different purposes.</p>		<p style="text-align: center;"><b>Robot algorithms</b></p> <p>Creating and debugging programs, and using logical reasoning to make predictions.</p> <p style="text-align: center;"><b>Pictograms</b></p> <p>Collecting data in tally charts and using attributes to organise and present data on a computer.</p>		<p style="text-align: center;"><b>Making music</b></p> <p>Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.</p> <p style="text-align: center;"><b>Programming quizzes</b></p> <p>Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.</p>	
<b>Art</b>		<b>Art</b>		<b>Art</b>	
Exploring the world through monoprint.		Be an architect.		Stick transformation project.	
<b>Design Technology</b>		<b>Design Technology</b>		<b>Design Technology</b>	
Make bread		Sewing		Wheels and axles.	
<b>Music</b>		<b>Music</b>		<b>Music</b>	
<p style="text-align: center;"><b>Call and response – Animals.</b></p> <p>Using instruments to represent animals, copying rhythms and creating call and response rhythms.</p>	<p style="text-align: center;"><b>Nativity</b></p> <p>Songs linked to the nativity and practicing performing.</p>	<p style="text-align: center;"><b>Instruments – Musical Storytelling.</b></p> <p>Children learn how events, actions and feelings within stories can be represented by pitch, dynamics and tempo.</p>	<p style="text-align: center;"><b>Structure – Myths and Legends.</b></p> <p>Developing an understanding of structure by exploring and ordering rhythms.</p>	<p style="text-align: center;"><b>Pitch – Musical Me.</b></p> <p>Exploring the song 'Once a Man Fell in a Well', playing it using tuned percussion and reading simple symbols representing pitch.</p>	
<b>Religious Education</b>		<b>Religious Education</b>		<b>Religious Education</b>	
<p style="text-align: center;"><b>Judaism</b></p> <p>What do Jews believe about God?</p>	<p>How do Jews show faith through practices and celebrations?</p>	<p>Why is the Bible a special book for Christians?</p>	<p>Who was Jesus and why is he important to Christians today?</p>	<p>Why did Jesus teach people through stories?</p>	<p>Free choice</p>

P.E.		P.E.		P.E.	
Run, Jump & Throw Playground games- listening, follow instructions	Dance – Great Fire of London Gymnastics	Gymnastics	Dance	Run, jump & throw 2	Hit catch run 2