

Year 2 Curriculum Map

Planned half term	Year 2	Subject focus	Memorable experience	Innovate challenge	Love to Investigate	English	Art & Design	Computing	D&T	Geography	History	Mathematics	Music	PE	PSHE	Science
1	Bounce	PE	Visit a soft play area / session with a local sports team	Organise a sports day for grown ups	Do all balls bounce? Why should I exercise? How do germs spread?	Recounts; Information books; Instructions; Narratives; Poetry	Sculpture	Digital photography	Materials and mechanisms	Discrete	Significant Individuals - Sporting heroes	Measurement; Properties of shapes	Chants and rhymes	Throwing and catching	Teamwork; Health and well-being	Everyday materials; Forces; The importance of exercise
2	Street Detectives	History	Walk around the local community	Improve the local area	How do plants grow in winter?	Recounts and captions; Nursery rhymes; Instructions; Adverts; Diary writing	Famous local artists; Drawing, painting or collaging views from the local area	Photo stories; Algorithms	Selecting tools and materials; Baking; Sign making; Designing buildings	Fieldwork in the local area; Human and physical features; Using and making Maps with keys; Looking at aerial images	Changes within living memory; Significant people, Places and events in local area	Time; Data handling	Discrete	Keeping fit	Belonging to a community; Improving the local area	Identifying and comparing Everyday materials; Identifying plants in the local area
3	Wriggle and Crawl	Science	Visit a woodland, grassland, heath, fen or wetland	Minibeast life cycle animation	Do insects have a favourite colour? Do snails have noses? What is the life cycle of the ladybird? Where do snails live?	Lists and leaflets; Instructions; Reviews and information books; Poetry; Writing for different purposes	Observational drawing; Model making	Creating and debugging programs; Algorithms; Uses of ICT beyond school; Stop motion animation; Logical reasoning; Digital presentations	Origins of food; Selecting natural materials	Fieldwork	Discrete	Symmetry	Play tuned and untuned instruments	Dance	Feeling positive	Living Things and their Habitats; Animals, including Humans; Working Scientifically
4	Towers, Tunnels and Turrets	D&T	Visit a local castle	Make a fortress for the Three Little Pigs	Can you make a paper bridge? Where do worms like to live?	Recounts; Reported speech; Narrative; Letters; Posters	Sculpture using natural materials	Create castles using drawing software	Making models of towers, bridges and tunnels	Amazing structures around the world; Towers and bridges in the local area	Castles and castle life; Significant individuals - Isambard Kingdom Brunel	Measures (height)	Discrete	Defend and attack games; Balance and co-ordination	Dilemmas	Living things and their habitats; Use of everyday materials; Working scientifically
5	Beat Band Boogie!	Music	Watch a drumming band	Join the Duke's marching band	Can water make music?	Instructions, Labels and captions; Newspaper reports; Narrative; Lyrics; Invitations	Large-scale painting	Audio recording	Making percussion instruments	Making sketch maps	Discrete	Songs to recall number facts	Percussion; Listening; Improvising; Using voices	Dance	Discrete	Sound; Working Scientifically
6	Beachcombers	Science	A trip to the seaside	Create a sea creature	How many arms does an octopus have? Will it degrade?	Labels, Lists and captions; Tongue twisters; Narrative; letters; Non-fiction books	Sketchbooks; 3-D modelling; Sand art; Seascapes	Web searches; Common uses of ICT; Digital presentations	Finger puppets	Coastal features	Discrete	Measures (mass)	Discrete	Discrete	Caring for the environment	Habitats; Living and Non-living Things; Food Chains; Basic Needs of Animals; Working Scientifically