

YEAR 2 CURRICULUM MAP

Children involvement will be included throughout:		Autumn What makes me different to everyone else?	Spring Do Superheroes always wear a cape? Is everything awesome when you are part of a team?	Summer Can a light guide the way? Is a pirate's life for me?
Reading	Word reading	Phonic programme e.g. Letters and Sounds Phase 3 – Phase 6. Application of phonics into the writing. Accelerated Reader programme		
	Comprehension	Texts include: poetry, key stories, traditional stories, fairy stories and nonfiction (NC p 21)		
Writing	Transcription	Phonics / Spelling programme (NC Appendix 1) Talk for Writing.		
	Composition	Short narratives (NC p 24) Talk for Writing.		
	VGP	NC Appendix 2		
Speaking and Listening		12 Statutory statements (NC p 17)		
Maths		Number and Place Value, Addition and Subtraction, Multiplication and Division, Fractions, Measures, Geometry: properties of shape, Geometry: position, direction and motion These will be taught linking together concepts.		
Science		Seasonal changes - across the four seasons/weather		
		Body and Health – Identify and name basic body parts (PSHE link)	Plants (NC-p11) – structure and needs for growth	Living things and habitats (NC p.10/12) Animals – basic needs and offspring, comparing common animals
		Everyday Materials (NC-p.12) – classifying and comparing materials, describe simple properties		Simple food chains and habitats, differentiate between living, non living and dead.
		Working scientifically and experiments - on going across the year.		
Computing		Computer Science - understand simple algorithms. Create simple programs. Use programs to enhance learning. Digital Literacy - keeping safe online IT Sound - use technology purposely. Create/store/ retrieve.	Computer Science - use digital devices to program simple journeys .Make sets of simple instructions. Correct obvious errors (debug). Digital Literacy - keeping personal information private. IT - use technology purposely Create/store/retrieve. Use mathematics.	ICT - use technology purposely. Digital Literacy Use technology safely.
History		Changes within living memory (NC-p2) – Close family history- family tree	Significant people/events locally - (NC- p2) Florence Nightingale. the first aeroplane flight/space shuttle- Amelia Erheart	Significant places locally (NC-p2)– How has the seaside changed in living memory? Look at the history of pirates.
Geography		Geographical skills and fieldwork(NC-p2) - my school/my home. Where local names came from. -Name and locate the world's seven continents and five oceans ♣ name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas (NC-p1)	Human and physical geography (NC- p2) - me and my locality – police stations, doctors, dentists and fire stations. Using maps to locate countries of historical importance.	Location and place knowledge(NC-p2) - understand geographical similarities and differences through studying the human and physical geography of the United Kingdom, and of a small area in a contrasting non-European country (Haiiwi)
		Geographical skills and fieldwork - on going across the year		
D.T.		Control - produce a moving picture e.g. page for a class book about ourselves or Christmas cards	Cooking and nutrition – Healthy eating, fruit salads. Design, make and evaluate.	Structure - make a pulley system (Pirate ship or boat)

Art and Design	Drawings (NC-1) – Pattern and textures.	Painting- Looking in detail at different artist and how they incorporate different painting styles.	Printing - from observation / imagination using different print techniques Collage – sea scene Sculpture – lighthouse model
Music	Listening and Singing (NC-p1) - using my body to keep the beat - circle/action dances, songs and rhymes with animal puppets.	Playing Instruments - sorting percussion instruments by material and sound quality/timbre, songs for playing together in the band – adapted: London Bridge – Killhope Wheel...	Experimenting with Sounds - stories and descriptive ideas e.g. using sounds to represent ideas for George Stephenson’s engine, tuned percussion: responding to high and low sounds – e.g. Jack going up the Beanstalk
P.E.	Games & Gymnastics Games & Dance	Dance & Gymnastics Games & Gymnastics	Games & Dance Athletics
R.E.	What is special to the Jewish faith? Why are gifts given at Christmas? How do Christians celebrate?	Why is Jesus special to Christians? What is the Easter story?	Learn about the followers of Jesus. Visit a local church.
	Statutory subject in all year groups Curriculum must be based on North Tyneside agreed syllabus		
PHSE	Me and my relationships	Feelings and relationships	World of drugs

Additional information relating to Computing

Computing	<p>Computer Science Understand Simple algorithms. Create simple programs e.g. (Beebot) – forward / backwards – use pictures of ourselves/ animals/plants</p> <p>Digital Literacy SWGFL http://www.digital-literacy.org.uk/Curriculum-Overview.aspx</p> <p>Keeping safe online. Finding ourselves sites safely</p> <p>IT Sound – Use technology purposely Using IPADS/Easispeaks to record/ playback (talk about me/retell stories) Use cameras (Me) – looking at family photos/old photos Graphics – me/ my family. Beginnings of WP – All about me Create/store/retrieve</p>	<p>Computer Science – Use digital devices e.g. Beebot to program simple journeys - use map / photos of local area. Make sets of simple instructions – fd/bk left/right. Correct obvious errors (debug)</p> <p>Digital Literacy Keeping personal information private. Look at local environment for common uses of ICT outside school</p> <p>IT Use technology purposely - Simple branching database - materials Cameras – take photos of local area Add to simple photo story/IPhoto - record thoughts IPAD/Easispeak – playback /use in writing Create/store/retrieve</p>	<p>ICT Use technology purposely – nonfiction texts - George / animals. Use photos from visit e.g. Shildon in WP / book Book creator IPAD – WP software on PC - Create/store/ retrieve Talk about animals/famous person to camera/video</p> <p>Digital Literacy Use technology safely - Real and fictional characters – what is real? Lee & Kim resources – animal masks. Communicating with real people. Who do we tell if concerned? Teacher led email – for a purpose e.g. arrange a visit</p> <p>Computer Science - iPad apps writing precise and unambiguous instructions. – Daisy the dinosaur/Kodables/Beebot app</p>
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