



Planned half term	Year 2	Subject focus	Memorable experience	Innovate challenge	Love to Investigate	English
1	Land Ahoy!	Geography	Visit a marina/boat yard/ RNLI station/ boating lake	Find pirate treasure	Why do boats float? Can you find the treasure?	Narrative; Information books; Descriptions; Poetry; Postcards
2	Muck, Mess and Mixtures	Art & Design	Messy mixtures day	Messy art exhibition	Which stuff is stickier? How is mud made? What shape is a bubble?	Labels, Lists and captions; Recipes; Poetry; Narrative; Leaflets
3	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
4	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
5	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
6	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

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## Year 2 - Curriculum map

Art & Design	Computing	D&T	Geography	History	Mathematics	Music
Observational drawing; Printing	Programming; Using presentation software	Mechanisms; Structures	Using and making maps; Location knowledge; Using and giving directions	Significant historical people - Captain James Cook, Grace Darling; Famous pirates	Mass; Position; Direction and movement	Sea shanties
Printing; Food landscapes; Mixed media pictures and collages; Colour mixing; Using clay	Stop motion animation; Digital photography and presentations	Food tasting; Origins of food; Healthy meals; Following recipes; Designing an outdoor kitchen	Discrete	Discrete	Measurement (capacity and mass)	Discrete
Sculpture	Digital photography	Materials and mechanisms	Discrete	Significant Individuals - Sporting heroes	Measurement; Properties of shapes	Chants and rhymes
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
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
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



**Cornerstones**

PE	PSHE	Science
Discrete	Feeling positive about themselves	Everyday materials; Working scientifically
Discrete	Safety around medicines and household products	Everyday Materials; Working Scientifically
Throwing and catching	Teamwork; Health and well-being	Everyday materials; Forces; The importance of exercise
Dance	Feeling positive	Living Things and their Habitats; Animals, including Humans; Working Scientifically
Keeping fit	Belonging to a community; Improving the local area	Identifying and comparing Everyday materials; Identifying plants in the local area
Defend and attack games; Balance and co-ordination	Dilemmas	Living things and their habitats; Use of everyday materials; Working scientifically