

Year 2 Curriculum Overview 2014 – 2015.

<u>Subject</u>	<u>Term 1</u>	<u>Term 2</u>	<u>Term 3</u>	<u>Term 4</u>	<u>Term 5</u>	<u>Term 6</u>
Topic	London's Burning!	An Island Home	Once Upon a Time...	All about the Rainforest	Castles and Knights	The Sunny Seaside.
Literacy	<p>1. Information texts.</p> <ul style="list-style-type: none"> Using books and the Internet to research the Great Fire of London. Understanding how to use an index. Using the diary of Samuel Pepys as a historical source of information. Planning and writing an information text. Using titles and subtitles. Illustrating our writing with diagrams. Focussing on full stops and commas. <p>2. Poetry with a pattern.</p> <ul style="list-style-type: none"> Reading a variety of poems about fire and flames. Thinking about the language chosen by the poets. Planning and writing our own poems with a pattern. Thinking about similes and metaphors. 	<p>1. Familiar settings.</p> <ul style="list-style-type: none"> Thinking about our own familiar settings; Home, school, shops, etc. Thinking about places we have visited; Farms, post office, doctor's surgery, park, etc. Share our favourite places (circle time, hot seating activity). Read a variety of Katie Morag stories; Where are her familiar places? Are they similar to ours? Planning and writing stories based around the Katie Morag setting and characters. Using question marks and explanation marks in our writing. <p>2. Instructions.</p> <ul style="list-style-type: none"> Knowing the features of instructions; Title, 'you will need', numbers or letters, imperative verbs. Planning and writing instructions based on a Katie Morag based craft activity. Planning and writing imaginative instructions based on the Katie Morag stories, i.e. How to dress up as Katie Morag, etc. 	<p>1. Stories by the same author.</p> <ul style="list-style-type: none"> Reading a selection of stories by Dick King Smith. Locating an author and illustrator within a book. Writing book reviews. Rewriting our own stories using characters we know. Thinking of our own alternative endings. Locating adverbs in stories. Using adjectives to describe characters and settings by using expanded noun phrases. <p>2. Riddles and tongue twisters.</p> <ul style="list-style-type: none"> Reading a variety of riddles. Planning and writing our own riddles. Reading tongue twisters aloud. 	<p>1. Stories from other cultures.</p> <ul style="list-style-type: none"> Reading the Great Kapok Tree. Retelling the story. Thinking about the differences in cultures. Writing stories based on the rainforest and the importance of protecting them. Role play based on the Kapok tree. Using a variety of connectives. <p>2. Poetry – Silly stuff.</p> <ul style="list-style-type: none"> Reading silly animal poems. Thinking about the adjectives and descriptions used by the poets. Using rhyming language to write our own silly poems. 	<p>1. Traditional stories.</p> <ul style="list-style-type: none"> Reading a variety of stories based on King Arthur. Creating character profiles. Planning and writing our own stories based on characters from the tale of King Arthur. Thinking about verbs, past and present (King Arthur was running, King Arthur ran). <p>2. None-chronological reports.</p> <ul style="list-style-type: none"> Reading information books about medieval castles. Creating fact sheets. Planning and writing information reports about castles. 	<p>1. Extended stories/significant authors.</p> <ul style="list-style-type: none"> Reading James and the Giant Peach by Roald Dahl, a chapter a day. Completing a range of writing challenges based on the book, including fiction, non-fiction and persuasive texts. <p>2. Explanation texts.</p> <ul style="list-style-type: none"> Learning about the Victorian seaside – How is it different to today? Planning and writing explanation texts about a Victorian holiday, including clothing worn, activities carried out and Victorian seaside toys.
Literacy	The Great Fire of London, by Stewart Ross, The	The Katie Morag Collection by Mairie Hedderwick.	The Sophie Collection, The Hodgeheg, George Speaks,	The Great Kapok Tree by Lynne Cherry.	King Arthur by Richard Brasse.	James and the Giant Peach by Roald Dahl.

text	Great Fire of London by Liz Gogerly, The Great Fire of London by Gillian Clements.		The Guard Dog, Funny Stories, all by Dick King Smith. The Big Book of Riddles for Kids by Peter Jenkins. The 'What am I?' Book by Geryn Childress.	The Rainforest Grew All Around by Susan K. Mitchell. Hippopotamus Stew by Joan Horton.	King Arthur and the Knights of the Round Table by Sasha Morton. See Inside Castles by Kate Daynes.	
Grammar and punctuation focus.	Revising capital letters (start of sentences, names, places, festivals, months, days). Focussing on fullstops and commas, question marks. Introduction to prefixes and suffixes.	Revising question marks and exclamation marks. Understanding how grammatical patterns can indicate whether a sentence is a statement, a question, an exclamation or a demand.	Nouns and their suffixes (taught through phase 6 phonics). Using adjectives (expanded noun phrase). Thinking about adverbs.	Using connectives; when, if, that (subordination), or, and, but (co-ordination).	Verbs, past and present tense (drumming, drummed) (taught through phase 6 phonics).	Revising all grammar and punctuation.
Literacy continuous provision (writing area)	<ul style="list-style-type: none"> Coloured pens Handwriting pens Pencils Variety of writing paper Characters Settings Word searches Phonics games Letter tiles Alphabet jigsaws Envelopes 					→
Reading area continuous provision	<ul style="list-style-type: none"> Book reviews Character profiles Make a bookmark Favourite book wall Tape player and headphones 					→
Phonics	Letters and Sounds taught through LCP scheme.	Letters and Sounds taught through LCP scheme.	Letters and Sounds taught through LCP scheme.	Letters and Sounds taught through LCP scheme.	Letters and Sounds taught through LCP scheme.	Letters and Sounds taught through LCP scheme.
Pie Corbett	Learning a simple poem with actions/reading aloud.		Learning a riddle with actions/reading aloud.		Learning a poem with actions/reading aloud.	
Maths	<ul style="list-style-type: none"> Place value (tens and units) Addition and subtraction (2 digit numbers and a ten) Compare and order numbers 	<ul style="list-style-type: none"> Counting in 2s, 5s and 10s and recording using a multiplication sign Counting in 3s Adding 3 or 4 numbers and understanding they 	<ul style="list-style-type: none"> Adding 2 two digit numbers Multiplying by 2s and 5s Place value (hundreds, tens and units) Dividing by 2s, 3s 	<ul style="list-style-type: none"> Multiplication by 5 Tally charts and bar graphs and answering questions on data Identify and sort 3D shapes by their properties 	<ul style="list-style-type: none"> Fractions of numbers of shapes Time (o'clock and half past in analogue and digital) Time (quarter past and quarter to in 	<ul style="list-style-type: none"> REVISION AND PRACTICE PAPERS SATS Outdoor learning (Measuring in metres)

	<ul style="list-style-type: none"> using < and > Reading and writing numbers to 100 Money (adding coins) Word problems (addition) Measuring in cm 	<ul style="list-style-type: none"> can be added in any order Subtraction using a number line or hundred square Money (three coins, one is lost, all possible totals) Understanding the inverse operation Doubling and halving 	<ul style="list-style-type: none"> and 5s Fractions ($\frac{1}{2}$ $\frac{1}{4}$ and $\frac{1}{3}$ of numbers and shapes) Identify and know the properties of 2D shapes and understand symmetry Position and direction on a grid 	<ul style="list-style-type: none"> Tables and pictograms (scale in 2s) and answering questions on data Addition and subtraction (missing number sums) Subtraction and halving Rounding to the nearest 10 	<ul style="list-style-type: none"> analogue and digital Word problems (SATs) Multiplication by 2s, 5s and 10s Making sets of 2s, 3s, 4s and 5s Missing number sentences (addition and subtraction) 	<ul style="list-style-type: none"> Capacity Mass
Maths continuous provision	<ul style="list-style-type: none"> Arrow cards Calculators Addition cards Subtraction cards Maths games Fractions foam Multilink Dominoes Clocks Money 					
Science	<p>Use of everyday materials</p> <p>Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses.</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>Forces and movement</p> <p>Pushes and Pulls can change the shape of objects.</p> <p>How pushes and pulls can make objects speed up, slow down or change direction.</p> <p>To explain how to make familiar objects move faster or slower.</p> <p>To suggest questions about ways objects move, make measurements using standard /non standard units (link with D & T making a wheeled vehicle).</p>	<p>Animals including humans</p> <p>Notice that animals, including humans, have offspring which grow into adults.</p> <p>Find out about and describe the basic needs of animals, including humans, for survival (water, food, air).</p> <p>Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene.</p>	<p>Plants</p> <p>Observe and describe how seeds and bulbs grow into mature plants.</p> <p>Find out and describe how plants need water, light and a sensible temperature to grow and stay healthy.</p>	<p>Using electricity</p> <p>To understand that everyday objects use electricity, some use mains electricity & some batteries.</p> <p>To make a complete circuit to make a bulb light up. Knowing the importance of safety around electricity.</p>	<p>Living things and their habitats</p> <p>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 most 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 micro-</p>

						habitats.
Computing	Writing for a purpose	Floor Turtle (planned sequence of instructions)	Algorithms - linking instructions to make things happen	Exploring simulations	Branching databases	Animation
R.E.	Symbols: In what ways are churches / mosques / synagogues important to believers?		Leaders: What makes some people inspiring to others? (Sikhism.)	What does it mean to belong? Beginning to learn about Islam: What is it like to be a Muslim in Sheffield today?	Believing: How and why do people pray? (Christians, Muslims and Jewish people)	
Geography	4 countries and capital cities and seas of the UK.	Human and Physical geography of a small area of the UK. Using maps.	Name and locate the 7 continents and 5 oceans. Human and physical geography of a small area of a non-UK country.	Rainforest - additional Using atlases and maps and globes.		The Seaside (link with History)
History	Significant historical event. Great fire of London	Changes within living memory. Remembrance Day			Significant historical events, people and places in the local area. Bolsover Castle.	Compare aspects of life in different periods. Seaside holidays now and then
Art and Design	Stuart House collages Fire artwork/hot & cold colours	Designing a tartan kilt - weaving. Christmas artwork	William Morris study	Rainforest artwork-Henri Rousseau focus	Dragon artwork-George & the Dragon painting by Paolo Uccello	Seaside artwork Collage of seaside today & in 1900's
Creative area provision	Artist: Van Gogh. <ul style="list-style-type: none"> • Pencil crayons • Oil pastels • Paper squares • Crepe paper • Strips of card • Scissors • Glue • Felt tips • Fabric • Lolly sticks • Pipe cleaners • Pompoms 	Artist: Picasso	Artist: L.S. Lowry	Artist: Francis Chantry	Artist: Quentin Blake	Artist: Claude Monet
Design Technology		Wheeled vehicle Making shortbread	Textiles-making a bag for carrying books	Rainforest animal mask	Models of castles Shields/coats of arms	Design and make a coat for Joseph
P.E.	Gymnastics large apparatus Games Val Sabin unit 1	Scottish dancing Gymnastics-Parts high & parts low	Games Val Sabin unit 2 Gymnastics - Spinning,turning,twisting	Games Unit 3 Val Sabin Val Sabin dance unit 3	Val Sabin dance unit 4 Games unit 4	Outdoor team games-rounders
Music	London's Burning learn & sing as a round- Use their voice expressively and creatively by singing songs	Scottish reels Traditional Scottish Folk Music- My Bonnie Lies Over the Ocean	African Music Play untuned instrument musically http://www.tes.co.uk/teac	Sounds from the Rainforest-experiment with, create, select and combine sounds using the inter-related	Recorders-Play tuned instrument musically Medieval music- Greensleeves	Recorders Contd.

		http://www.ceilidhsoc.org/ - Listen with concentration and understanding to a range of music	hing-resource/Fun-dance-and-songs-to-learn-from-Uganda-Africa-6163078/	dimensions of music		
P.S.H.E.	Respect Winston Churchill	Co-operation Link with geography - Katie Morag stories	Perseverance Traditional stories with morals William Morris	Equality	Caring for Others	Responsibility - moving forward Joseph and his coat of many colours
Role play continuous provision.	Role play area: Pudding Lane Bakery	Role play area: Post office	Role play area: Book shop	Role play area: Rainforest	Role play area: Castle	Role play area: Seaside shop
Cooking	Shortbread (Katie Morag link)					