

Class 2 Curriculum Map 2024-25

	Maths	English	Science	History/Geography	Art	Design and Technology	Music	PE	RE	SCARF	Computing
Autumn	Number: Place value within 20. Addition and subtraction. Place value within 100. Geometry: Shape.	Percy the Park Keeper by Nick Butterworth Labels, lists and captions Speech Bubbles Persuasive Writing in the form of their own story Vlad and the Great Fire of London. Writing an information text. Character description. Setting description.	Seasonal changes: observe changes and describe the weather including the length of the day. Animals including humans: Y1: Parts of the human body and the 5 senses. Y2: Animals including humans: Their basic needs and what they need to survive. Learning that animals have offspring that grown into adults.	History – events beyond living memory: The Great Plague and The Great Fire of London. Use stories and other sources to understand and know key features of significant both events. Develop knowledge about how we can find out about the past and identify different ways in which it is represented – maps, paintings, diaries etc. <u>Great Fire of London workshop</u> Geography – Weather: identify seasonal and daily weather patterns in the UK. Produce weather reports. Locate hot and cold area of the world. Using maps and atlases.	Drawing: Observational drawings of natural materials. Collage- Clay leaves: leaf shaped tiles using air drying clay. Print: Explore Leaf Rubbings both over and around range of different types of leaves – using graphite sticks, pastels etc. Painting: exploring mark making inspired by fireworks and music. Learning about the work of Wassily Kandinsky.	Cooking and Nutrition: Fruit smoothies Learning the difference between fruit and vegetables, where some come from and designing and making a smoothie. Pitch (Superheroes) Exploring pitch by identifying high and low notes and combining different pitches to compose a simple superhero melody. Y2 Violin Lessons	Keeping the pulse (My favourite things) Learning how to keep a steady pulse, pupils take part in music and movement activities inspired by their favourite things. Pitch Exploring pitch by identifying high and low notes and combining different pitches to compose a simple superhero melody. Y2 Violin Lessons	Gymnastics 1: Developing different rolls and ways of travelling. Dance: ‘Fire Fire’ linked to history topic. Performing and linking basic body action with control. Fundamental Movement Skills: Baseline unit based on the text Lost and Found. Fundamental Movement Skills: Rolling a ball Develop accuracy when rolling a variety of equipment, develop tactics in games	QRE KS1 1.1 Harvest – How do people of faith celebrate and give thanks for the harvest? QRE KS1 2.2. Christmas -Why was the birth of Jesus such good news? Christian Value: Service	Me and my relationships: our classroom, being good friends and types of bullying. Rights and responsibilities: caring for the environment around them (including school) and getting on with others including dealing with conflict	Technology and IT around us. Identifying technology in the classroom. Developing mouse and keyboard skills. What is IT? Digital painting. Exploring the world of digit art and using some creative tools to create paintings. Comparing painting with and without digital devices.
Spring	Number: Addition and subtraction within 100. Multiplication and division. Measurement: Length and height. Statistics.	Jack and the Beanstalk Jack and the Baked Beanstalk by Colin Simpson. Traditional Tales Story telling, story mapping, annotating to produce own version of the story Mary, Mary Quite Contrary Out and about: A first book of poems by Shirley Hughes Recount of our trip to Castle Head Poems linked to a theme: plants/seasons Instructions on planting	Seasonal changes: observe changes and describe the weather including the length of the day. Plants: Y1: Plants: Identify and name a variety of plants and look at their basic structure. Y2: Plants: Identifying the needs of plants to stay healthy and learning than seeds and bulbs grow into plants. <u>Castle Head Outdoor Centre</u>	History – People from the past: Rosa Parks and Sara Forbes Benetta. Investigating similarities and differences between life in different periods. Geography – My school: Studying the school grounds including physical and human features of the surrounding environment. Using compass points and producing field sketches.	Collage- Paper folding and rolling and curling inspired by Wassily Kandinsky 3D form: Learning about the work of Andy Goldsworthy. Creating imaginatively using materials found in the environment. Painting: Natural Patterns and Shapes in the Environment Artist – Andy Goldsworthy	Structures: Stable structures Investigating stable shapes and using an understanding of balance to discover how wide or heavy bases improve stability in freestanding structures.	Tempo (Snail and mouse) Using voices, bodies and instruments to listen and respond to different pieces of music, pupils learn and perform a rhyme and song with a focus on tempo. Instruments (Storytelling) Exploring longer pieces of music, pupils look at how music can tell a story through a variety of instruments.	Gymnastic 2s: Developing different shapes and balances and combining movements. Fundamental Movement Skills: Catching and bouncing a ball Developing catching, bouncing and passing a ball with improving accuracy and increased control. Outdoor and Adventurous Activities: The Great Outdoors Working co-operatively with others to complete outdoor challenges. Fundamental Movement Skills: Bounce Ball Develop accuracy when bouncing a ball, develop tactics in games.	QRE KS1 2.4 Easter – How do symbols help us to understand the Easter Story? QRE KS1 1.4 Jesus – What made Jesus Special? Christian Value: Koinonia Multi-faith week- What is prayer?	Valuing differences: valuing similarities and differences including acts of kindness. Being my best: looking after yourself, identifying needs of your body and being able to give and receive praise.	Moving a robot and robot algorithms. An introduction to programming including using commands and predicting the outcome of programs. Digital photographs: digital photography. Capturing, editing and improving photographs

