

YEAR 2 CURRICULUM MAP 2014/2015 – 2015/2016

SCIENCE			HISTORY			GEOGRAPHY		
AUTUMN	SPRING	SUMMER	AUTUMN	SPRING	SUMMER	AUTUMN	SPRING	SUMMER
<p>Healthy living, exercise and diet</p> <p>What animals and humans need to survive</p>	<p>Materials</p> <p>Food chains</p>	<p>Plants</p> <p>Animals and habitats</p>	<p>Changes in living memory</p> <p>Bonfire night</p> <p>Christmas toys</p>	<p>How homes have changed</p> <p>The Great Fire of London</p>	<p>Significant local historical figures (nautical theme)</p> <p>How seaside holidays have changed</p>	<p>Name and locate the world's countries/oceans</p> <p>Simple maps and plans</p> <p>Compass directions</p>	<p>Comparing the local area to a South American country</p> <p>Describing less familiar areas</p>	<p>Fieldwork study: Weather observations and recordings</p>
ART & DESIGN			DESIGN TECHNOLOGY			MUSIC		
AUTUMN	SPRING	SUMMER	AUTUMN	SPRING	SUMMER	AUTUMN	SPRING	SUMMER
<p>Study of a great artist: Kandinsky (printing)</p> <p>Painting</p> <p>Art around the world</p>	<p>Study of a great artist: Turner</p> <p>Self-portraits (Freda Kahlo)</p>	<p>Still life and observational drawings</p> <p>2d and 3d landscapes (Edward Lear)</p>	<p>Mechanisms: Design, build and test a moving toy</p> <p>Food and nutrition: Healthy snacks</p>	<p>Modelling: Design, make and evaluate models (of ideal bedrooms)</p>	<p>Textiles: Evaluate, design, make and test sandals</p>	<p>Voices and instruments</p> <p>Make and describe sounds</p>	<p>Patterns Musical terms</p> <p>Composition</p>	<p>Exploring musical ideas</p> <p>Purposes of music</p>
PE			FOREIGN LANGUAGE (SPANISH)			COMPUTING		
AUTUMN	SPRING	SUMMER	AUTUMN	SPRING	SUMMER	AUTUMN	SPRING	SUMMER
<p>Throwing and catching</p> <p>Gymnastics</p> <p>Dance</p> <p>Swimming</p>	<p>Dance</p> <p>Team games</p> <p>Net and wall games</p> <p>Swimming</p>	<p>Bat and ball games</p> <p>Athletics</p> <p>Team games</p> <p>Swimming</p>	<p>Introductions</p> <p>Who are you?</p> <p>How old are you?</p>	<p>Counting</p> <p>Money</p> <p>Days and dates</p>	<p>My family</p> <p>Animals</p> <p>Around the school</p>	<p>Recognise common uses of IT beyond school</p> <p>E-safety</p> <p>Using the internet to search safely</p>	<p>Manipulate images and graphics on screen</p> <p>Creating, organising and retrieving data</p>	<p>Input, review, edit, save and print text and images</p> <p>Create and use simple algorithms to program a device</p>