

# Vernon Primary School

## Year 2 Long Term Plan - Curriculum Map



	<b>Autumn</b> <b>Superheroes</b>	<b>Spring</b> <b>Hakuna Matata</b>	<b>Summer</b> <b>Where the Wild Things Are</b>
<b>English</b>	<p><b>Narrative:</b> Stories set in familiar places. Stories that mimic significant authors.</p> <p><b>Non-Fiction:</b> Instructions Explanations</p> <p><b>Poetry:</b> Poems that use patterns, rhyme and description.</p>	<p><b>Narrative:</b> Stories that mimic significant narratives. Narrative diaries.</p> <p><b>Non-Fiction:</b> Recounts Information Texts &amp; Glossaries.</p> <p><b>Poetry:</b> Nonsense and humorous poems and limericks.</p>	<p><b>Narrative:</b> Stories with imaginary settings. Stories set in familiar places.</p> <p><b>Non-Fiction:</b> Non-chronological reports.</p> <p><b>Poetry:</b> Nonsense and humorous poems, including those that use pattern and rhyme.</p>
<b>Maths</b>	Number – place value, four operations Measurement - money	Number – place value, fractions Measurement – length, height, time Geometry - shape Statistics	Number – four operations, problems solving, efficient methods Measurement – mass, capacity, temperature Geometry – position and direction
<b>Science</b>	<p><b>Uses of everyday materials:</b> identify and compare the suitability of a variety of everyday materials. Finding out how the shapes of solid objects made from some materials, can be changed.</p> <p><b>Enquiry Unit - uses of everyday material.</b></p>	<p><b>Plants:</b> observe and describe how seeds and bulbs grow into mature plants.</p> <p><b>Animals including humans:</b> describe the basic needs of animals, including humans, for survival. Notice that animals, including humans, have offspring which grow into adults</p>	<p><b>Living things and their habitats:</b> identify and name a variety of plants and animals in their habitats, including micro- habitats</p> <p><b>Enquiry Unit - Living things and their habitats</b></p>
<b>Computing</b>	Computing systems and networks – Information technology around us Creating media – Digital photography	Creating media – Making music Data and information - Pictograms	Programming A – Robot algorithms Programming B – Programming quizzes
<b>History</b>	<b>Focus area (knowledge):</b> The Titanic and its passengers - historical events from different perspectives, discussing significant events beyond living memory	<b>Focus area:</b> Nelson Mandela – the life of a significant individual in history	<b>Focus area:</b> History of local parks and National trust sites (Lyme Park - significant historical site in our locality)
<b>Geography</b>	<p><b>Focus area:</b> Would you prefer to live in a hot or a cold place? – climate zones, continents, features of North and South poles, comparison (Kenya to local area), four compass points</p> <p><b>Fieldwork:</b> atlases, digital maps, school grounds</p>	<p><b>Focus area:</b> Why is our world wonderful? – features of UK, amazing places around the world, oceans, natural habitats in locality.</p> <p><b>Fieldwork:</b> aerial photographs, local woodland or green space</p>	<p><b>Focus area:</b> What is it like to live by the coast? – continents and oceans, revise UK seas, cities and countries, Jurassic coast (physical and human features over time).</p> <p><b>Fieldwork:</b> maps, including digital maps, atlases</p>
<b>Art and Design</b>	<p><b>Focus area:</b> Painting – Superheroes/portraits</p> <p><b>Artist:</b> Andy Warhol and Heather Galler</p>	<p><b>Focus area:</b> Drawing and Painting – African patterns and shapes</p> <p><b>Artist:</b> Nicholas Kowlaski and Lubaina Himid</p>	<p><b>Focus area:</b> Sculpture and Digital Media – A wild thing</p> <p><b>Artist:</b> Nick Park</p>
<b>Design and Technology</b>	<p><b>Focus area:</b> Textiles - Design and make a superhero cape</p> <p><b>Designer/Architect:</b> Vivienne Westwood</p>	<p><b>Focus area:</b> Construction - Matchstick Buildings</p> <p><b>Designer/Architect:</b> David Adjaye</p>	<p><b>Focus area:</b> Mechanics - Moving picture using levers, wheels and winding mechanisms.</p> <p><b>Designer/Architect:</b> Archimedes</p>
<b>Physical Education</b>	Gymnastics - Pathways: straight, zigzag & curving Fundamental Movement Skills Invasion Games Skills Yoga	Dance – Under the Sea Net and Wall Games Skills Tri-Golf Gymnastics – Spinning, turning and twisting	Dance – Animals Striking and Field Games Skills Target Games Athletics
<b>Music</b>	Singing and creating rhythmic and melodic patterns Orchestral instruments - traditional western stories.	African call and response song using voices and instruments. Soundscapes – sounds of Africa.	Combining dynamics, timbre, tempo and motifs to compose a larger piece. Learning to play the Glockenspiel as a whole-class.
<b>Religious Education</b>	<p><b>Thread: Authority &amp; Personal Belief</b> Why are stories important in different ways? How can they be puzzling? What can people learn from them?</p>	<p><b>Thread: Authority</b> What might people learn from the story of Abraham?</p> <p><b>Thread: Personal Belief</b> How do people choose what is right and wrong?</p>	<p><b>Thread: Authority</b> Why are leaders, symbols, and artefacts important to people?</p> <p><b>Thread: Belonging</b> How do religious/ non-religious families show they belong?</p>
<b>PSHE</b>	<p><b>Relationships:</b> Families and friendships Safe relationships Respecting ourselves and others MyHappyMind</p>	<p><b>Living in the Wider World</b> Belonging to a community Media, literacy and digital resilience Money and work MyHappyMind</p>	<p><b>Health and Wellbeing</b> Physical health and mental wellbeing Growing and changing Keeping safe MyHappyMind</p>
<b>Curriculum Values</b>			
<b>Creativity &amp; Curiosity</b>	<b>Independence</b>	<b>Respect &amp; Cooperation</b>	

*'Nobody else is quite like me'*