Year 2

	Autumn 1 Fire Fire!	Autumn 2 Great Explorers	Spring 1 Women who changed the world	Spring 2 Chocolate	Summer 1 Sensational Safari – Africa	Summer 2 Beachcombers
Trips, visitors and memorable experiences	Trip - National Archives-Workshop Great Fire of London		Visitor - Florence Nightingale	Trip – Kew Gardens	Africa day	
RE	**St Richard Reynolds** **Beginnings** God at every beginning **Harvest**	**Signs and Symbols** (Baptism) **Judaism** **Preparation** (Advent/Christmas)	**Books** The books used in the church **Thanksgiving** Mass a special time for saying thank-you to God	Thanksgiving **Opportunities** (Lent/Easter)	**Spread the Word** Pentacost a time to spread the Good News **Mary** **Rules** Reasons for rules in the Christian family Sacrament of Reconciliation	**Hinduism** **Treasures** God's treasure; the world **Relationships**
English	Diary Entry Newspaper Narrative Poetry Texts: Information texts on Great Fire of London	Non-chronological report Narrative Recount Texts: Information texts on Explorers Book on journey/discovery:	Information (Fact files) Biography Letter writing Recounts	Creating Characters Narrative Instructions	Descriptive settings Letters Different viewpoints	Narrative Recount Reports

Maths	Number & Place Value	Addition & Subtraction	Measurement	Fractions	Measurement	Statistics
	Count in steps of 2, 3, and 5 from 0, and in 10s from any number, forward and backward Recognise the place value of each digit in a two-digit number (10s, 1s) Identify, represent and estimate numbers using different representations, including the number line Compare and order numbers from 0 up to 100; use <, > and = signs Read and write numbers to at least 100 in numerals and in words Use place value and number facts to solve problems. **Addition & Subtraction** Add and subtract numbers using concrete objects, pictorial representations, and mentally, including:	Recognise and use the inverse relationship between addition and subtraction and use this to check Solve problems with addition and subtraction Calculate and solve missing number problems. **Money** Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value Find different combinations of coins that equal the same amounts of money Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change **Multiplication & Division** Recall and use multiplication and	Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales and measuring vessels Compare and order lengths, volume/capacity and record the results using >, < and = **Time** Compare and sequence intervals of time Tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times. Know the number of minutes in an hour and the number of hours in a day **Properties of Shapes** Identify and describe the properties of 2-D shapes, including the number of sides and	Recognise, find, name and write fractions 1/3, 1/4, 2/4 and 3/4 of a length, shape, set of objects or quantity Write simple fractions, for example 1/2 of 6 = 3 and recognise the equivalence of 2/4 and 1/2. **Position & Direction** Order and arrange combinations of mathematical objects in patterns and sequences Use mathematical vocabulary to describe position, direction and movement including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise).	Choose and use appropriate standard units to estimate and in mass (kg/g); temperature (°C); to the nearest appropriate unit, using scales, thermometers and measuring vessels Compare and order lengths, mass, volume/capacity and record the results using >, < and = Recap and review – assessment for learning	Interpret and construct simple pictograms, tally charts, block diagrams and tables Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity Ask and answer questions about totalling and comparing categorical data. Preparation for Year 3

	i. a two-digit number and 1s ii. a two-digit number and 10s iii. 2 two-digit numbers iv. adding 3 one-digit numbers Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 Show that addition of 2 numbers can be done in any order (commutative) and subtraction of one number from another cannot	division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs Show that multiplication of 2 numbers can be done in any order (commutative) and division of 1 number by another cannot Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.	line symmetry in a vertical line Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces Identify 2-D shapes on the surface of 3-D shapes Compare and sort common 2-D and 3-D shapes and everyday objects.			
Science	Everyday Materials Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock,	Changing materials Find out how the shapes of solid objects made from some materials can be changed by squashing, bending,	Living things and their habitats Explore and compare the differences between things that are living, dead, and things that have never been alive	Plants Observe and describe how seeds and bulbs grow into mature plants Find out and describe how plants need water, light and a suitable	Animals including humans Notice that animals, including humans, have offspring which grow into adults	Living things and their habitats Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain,

	paper and cardboard for different uses Compare how things move on different surfaces.	twisting and stretching	Identify that most living things live in habitats to which they are 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 Identify and name a variety of plants and animals in their habitats, including microhabitats	temperature to grow and stay healthy.	Find out about and describe the basic needs of animals, including humans, for survival (water, food and air) Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene.	and identify and name different sources of food.
History	Great Fire of London Events beyond living memory that are significant nationally or globally	Sea Explorers The lives of significant individuals (Christopher Columbus, Sir Francis Drake, Edmund Hilary, Neil Armstrong, Amelia Lockhart and other explorers) in the past who have contributed to national and international achievements.	Women who changed the world The lives of significant individuals (Florence Nightingale, Mary Seacole, Rosa Parks, Marie Curie, Emily Davidson) in the past who have contributed to national and international achievements.	-		
Geography	-	Magical Mapping- Locational Knowledge	-	Human and Physical features of local environment	-	Locational Knowledge – human and physical features –

		Name and locate the world's 7 continents and 5 oceans Name, locate and identify characteristics of the 4 countries and capital cities of the United Kingdom and its surrounding seas		Identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles Use basic geographical vocabulary to refer to: Key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather Key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop		Understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom, and of a small area in a contrasting non-European country
Art		**Journeys** Use a range of materials creatively to design and make products	**Impressionists** Learn about the work of a range of artists, describing the differences and similarities between different practices and disciplines, and making links to their own work.		**African Art** Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space Use drawing, painting and sculpture to develop and share their ideas,	

					experiences and imagination	
D.T.	Stuart houses Build structures, exploring how they can be made stronger, stiffer and more stable Select from and use a wide range of materials and components, including construction materials, according to their characteristics			**Chocolate Bar Design** Design purposeful, functional, appealing products for themselves and other users based on design criteria Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology	**African Cuisine** **Cooking & Nutrition** Use the basic principles of a healthy and varied diet to prepare dishes Understand where food comes from.	
French	Greetings and Personal Information		Body parts and French culture		Food and drink	
Music						
P.E.	Games Master basic movements including running, jumping, throwing and catching,	Games Participate in team games, developing simple tactics for attacking and defending	Gymnastics Perform gymnastics using simple movement patterns	Dance Perform dances using simple movement patterns	Athletics Participate in team games, developing simple tactics for attacking and defending	Rounders Master basic movements including running, jumping, throwing and catching,

Year Overview

	as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities					as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities
Computing	Coding Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions	Coding Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions	Use logical reasoning to predict the behaviour of simple programs	Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Recognise common uses of information technology beyond school	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.
PSHE	Family and tolerance	Remembrance and empathy	Community	Others in need	Saying sorry and forgiveness	Giving thanks