



Year 2 Curriculum Map – Autumn One 2018
Learning Objectives

Beatrix Potter



- Week 3 – 5 Beatrix Potter
- Week 6 – 7 Lake District

Literacy

Beatrix Potter- Mr Jeremy Fisher, Peter Rabbit and other stories, her life and the Lake District.

Reading

- Recognise simple recurring language in stories.
- Recognising the structure of a story.
- Making inferences on the basis of what is being said or done.
- Understanding the meaning of new words.
- To make links between books they have already read.
- To present to the class.

Writing

- Creating story plans, retelling stories, to plan a biography, to recall facts.
- Planning or saying out loud what they are going to write about.
- To recognise expanded noun phrases, different types of sentences, conjunctions, adjectives.
- Use a range of vocabulary to embellish stories, persuasive language, and character traits.

Maths

Place Value

- Ordinal number
- 2- digit numbers made from 10's and 1's
- 10 more and less
- Less than and greater than signs
- Rounding 2 digit numbers to the nearest 10
- Locate numbers on an empty number line 0-100

Addition and Subtraction

- Number bonds to 10 and 20
- Revise number bonds to 6, 7, 8, 9

<p>Science</p>	<p>History The lives of significant individuals in the past who have contributed to national and international achievements.</p>	<p>Art and Design • to use a range of materials creatively to design and make</p>	<p>Music • use their voices expressively and creatively by singing songs and speaking chants and rhymes</p>	<p>Religious Education What happens during the festival of Sukkot and what does this remind Jews of? (13.10.18) Harvest Festival</p>
<p>Computing understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions § create and debug simple programs § 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</p>	<p>Geography Place knowledge • 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 • identify seasonal and daily weather patterns in the United Kingdom</p>	<p>Design and Technology</p>	<p>Physical Education Pupils should develop fundamental movement skills, become increasingly competent and confident and access a broad range of opportunities to extend their agility, balance and coordination, individually and with others. They should be able to engage in competitive (both against self and against others) and co-operative physical activities, in a range of increasingly challenging situations. • master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities • participate in team games, developing simple tactics for attacking and defending • perform dances using simple movement patterns.</p>	<p>PSHE We make provision for personal, social, health and economic education (PSHE), drawing on good practise. Schools are also free to include other subjects or topics of their choice in planning and designing their own programme of education.</p>



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Activities

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- Week 6 – 7 Lake District

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Science

History

Week 3 Introduce Beatrix Potter- use PowerPoint. Talk about her life and interest in the Lake District- relate to special places RE work.

Week 5/7- Similarities and differences between Beatrix Potter's life and ours. Recap PowerPoint and table same/ different.

Art and Design

Week 4 Christmas cards

Music

Week 3 Feelings- listen to some varied pieces of music. How does it make you feel? Write/draw own individual response. Link to feelings zones- how can music affect us, help us to calm down?

Week 5- Harvest festival
Week 6- Harvest festival

Religious Education

Week 3 Circle Time- special places. What places are special to you? Why? What makes it special?

Draw special place in the centre of page and write adjectives around the outside e.g. calm, peaceful.



The Alderton Infant School Curriculum Map

Computing

Week 2- Demo Pivot and explore.

Week 3- show children the **stop motion** app animation of the growing plants on the iPads. Is it a successful animation? What went wrong? What could they do next time to make it better?

Week 4- Create storyboard for a superhero and animation.

Week 5/6- In pairs create a superhero animation using **stop motion** app on iPads. One child films the other moves the characters and props. Add sound effects, title page and credits.

Geography

Week 6/7 - Lake District, what is it like? Watch video and make notes in topic books.

<https://www.futurelearn.com/courses/explore-english-language-culture/0/steps/6660>

Design and Technology

Physical Education

Week 3- underarm throwing with beanbags

Week 4 – Can you catch it? p13 Active Everyday

Week 5- Capture the tail game.

Week 6/7- Capture the tail game. Sharks and Dolphins. Sped/ changing direction.

(week 1-7- dance, let's move)

PSHE

Week 3 Feelings- listen to some varied pieces of music. How does it make you feel? Write/draw own individual response. Link to feelings zones- how can music affect us, help us to calm down?

Week 4 Belonging to groups and communities. Circle time, discuss what groups chn belong to e.g. clubs, church, families. Read story about belonging e.g. Our House (Michael Rosen), Odd Dog Out, Abrakazebra, When the Dragons came.

Week 5- Harvest festival



Year 2 Curriculum Map – Autumn One 2018
Learning Objectives

Relationships and Feelings



- Week 1 – Rules and relationships
- Week 2 - Feelings

Literacy

The Owl who was Afraid of the Dark

Reading

- Recognise simple recurring language in stories
- Making inferences on the basis of what is being said or done

Writing

- Writing for different purposes
- Planning or saying out loud what they are going to write about

Maths

Place Value

- Estimating
- Ordering 2 digit numbers

Science

History

Art and Design

Use a range of materials creatively to design and make products, wk 2

Music

Religious Education

Computing

understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
 § create and debug simple programs
 § 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

Geography

Design and Technology

Physical Education

Participate in team games, developing simple tactics for attacking and defending, wk2

Perform dance using simple movement patterns, wk2

PSHE

How they contribute to the life of the classroom and school – Classroom Rules, wk1
 To judge what kind of physical contact is acceptable, comfortable, unacceptable and uncomfortable and how to respond (including how to tell them) - Circle time discuss as a class, wk 2
 To recognise when people are being unkind either to them or others, how to respond, who to tell and what to say – Circle Time, wk 2
 About good and not so good feelings, a vocabulary to describe their feelings to others and to develop simple strategies for managing feelings about change and loss and the associated feelings (including moving home, losing toys, pets or friends) – Zones of Regulation, wk2
 Think about themselves, to learn from their experiences, to recognise and celebrate their strengths and goals – Growth Mindset, Wk2



Year 2 Curriculum Map – Autumn One 2018
Activities

Relationships and Feelings



- Week 1 – Rules and relationships
- Week 2 - Feelings

English
See English Plan

Maths
See Maths plan

Science

History

Art and Design

Week 2 - Zones of Regulation – Children to create a red, yellow, green or red picture – use a range of mediums to express how the zone may make you feel – red – spiky movement, yellow – wiggly movement, green – bouncy movement, blue – fluid/straight movement

Music

Religious Education

Computing

Week 1- show flick book and talk about why the pictures appear to be moving looking at a sequence of still images.

Geography

Design and Technology

Physical Education

Week 2 - Passing a ball, over head, through legs
Week 2 – Dance – Showing emotions through dance
Time t Move Cartoon Characters – Whiz, bang, chuckle

PSHE

Week 1 - Classroom Rules – Collect children’s ideas about what the class rules may include. Whole class collate the ideas to make a displayed set of rules. (Chn possibly sign to agree these)
Week 2 - To judge what kind of physical contact is acceptable, comfortable, unacceptable and uncomfortable and how to respond (including how to tell them) - Circle time discuss as a class
To recognise when people are being unkind either to them or others, how to respond, who to tell and what to say – Circle Time
Week 2 - Zones of Regulation –Introduce the children to the 4 coloured zones - Children decorate a lolly stick to place into the pot showing how they are feeling on a particular day
Week 2 -



Year 2 Curriculum Map – Autumn Two 2018

Learning Objectives

The Poles



- Week 1- The Poles
- Week 2- The Poles
- Week 3- The Poles

Literacy

Reading

- Understand how information texts are organised.

Writing

- Structure of sentences.
- Using expanded non phrases.
- Using conjunctions to expand sentences.
- Using key word lists and spelling dictionaries to check spellings.

Maths

Addition and Subtraction

- Adding 10, 20 and 30 to a 2- digit number.
- Adding 10, 20 and 30 to a 2- digit number, bridging the cap over 10.
- Using pictorial representatives.
- Add and subtract 11, 21, 12 and 22 to any 2-digit number.

Science
explore and compare the differences between things that are living, dead, and things that have never been alive
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
describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food.

History
the lives of significant individuals in the past who have contributed to national and international achievements.

Art and Design
§ to use a range of materials creatively to design and make products
§ to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
§ to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
§ about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work

Music
Use their voices expressively and creatively by singing songs and speaking chants and rhymes.

Religious Education

Computing
understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
§ create and debug simple programs
§ 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

Geography
Name and locate the seven continents and the five oceans.
Contrast small area in a non- European country.

Design and Technology

Physical Education
Participate in team games, developing simple tactics for attacking and defending,

Perform dance using simple movement patterns,

PSHE



Year 2 Curriculum Map – Autumn One 2018

Activities

The Poles



Literacy

Reading

- Understand how information texts are organised

Writing

- Structure of sentences.
- Using expanded non phrases.

Maths

Addition and Subtraction

- Adding 10, 20 and 30 to a 2- digit number.
- Adding 10, 20 and 30 to a 2- digit number, bridging the cap over 10.
- Using pictorial representatives.

Science

Week 11- How do Polar Bears adapt to their environment?

History

Week 12- Captain Scott

Art and Design

Week 12- Polar bears

Music

Week 11-12- Christmas production

Religious Education

Week 11- Advent

Computing

Creating pictures

Week 11- Children use iPad or cameras to take photos for Christmas card picture.
Week 12- Finish Christmas cards

Geography

Week 11- Arctic
Week 12- Antarctic

Design and Technology

Physical Education

Week 11- Team games.
Week 12- Multi- skills

(week 1-10- dance, let's move)

PSHE



Year 2 Curriculum Map – Autumn Two 2018
Learning Objectives

Africa



- Week 1- Africa
- Week 2- Africa/ Anti- bullying week
- Week 3 – Africa (art week)
- Week 4- Africa

Literacy

- Reading**
- Understand how information texts are organised
 - Recognising past tense
 - Reading words with –ed suffix
 - Ask questions and collect a range of information.

- Writing**
- Forming the past tense, different rules
 - Recognise and use some irregular verbs, use past tense, conjunctions, expanded noun phrases
 - Plan and write a descriptive recount
 - Plan and write an information report.

Maths

- Addition and Subtraction**
- Revise number bonds to 10/ 20
 - Apply number bond knowledge to bonds to 100/ 200
 - Know numbers 101- 200
 - Count in 100's to 1000

Science
explore and compare the differences between things that are living, dead, and things that have never been alive
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
describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food.

History
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Art and Design
§ to use a range of materials creatively to design and make products
§ to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
§ to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
§ about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work

Music
Use their voices expressively and creatively by singing songs and speaking chants and rhymes.

Religious Education

Computing
understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
§ create and debug simple programs
§ use logical reasoning to predict the behaviour of simple programs
§ use technology purposefully to create, organise, store, manipulate and retrieve digital content
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§ 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

Geography
Name and locate the seven continents and the five oceans.
Contrast small area in a non- European country.

Design and Technology

Physical Education
Participate in team games, developing simple tactics for attacking and defending,

Perform dance using simple movement patterns,

PSHE



Year 2 Curriculum Map – Autumn One 2018

Activities

Africa



Literacy

Reading

- Understand how information texts are organised
- Recognising past tense
- Reading words with –ed suffix
- Ask questions and collect a range of information.

Writing

- Forming the past tense, different rules
- Recognise and use some irregular verbs, use past tense, conjunctions, expanded noun phrases
- Plan and write a descriptive recount
- Plan and write an information report.

Maths

Addition and Subtraction

- Revise number bonds to 10/ 20
- Apply number bond knowledge to bonds to 100/ 200
- Know numbers 101- 200
- Count in 100's to 1000

Science

Week 10 – Food chains, adaptation sentences in topic books. Refer back to food chain artwork.

History

Art and Design

Week 9– Art week. Making poppies, food chains, animal print, African savanna picture and Children in Need.

Music

Week 8-10- African song from Tuishi Pamoja.

Religious Education



The Alderton Infant School Curriculum Map

<p>Computing Creating pictures Week 7- Explore 2paint. Week 8- Explore Dazzle03. Week 9- Children use iPad or cameras to take photos for Christmas card picture.</p>	<p>Geography Week 8- Africa PowerPoint Week 10- Newsround presentation on the Maasia People/ African savanna.</p>	<p>Design and Technology</p>	<p>Physical Education Week 8- Capture the tail game. Sharks and Dolphins. Sped/ changing direction. Hula- hoop game. 2 catchers, hula hoops on the ground, they are home but children can only stand in them for 5 seconds at a time. (week 1-10- dance, let's move)</p>	<p>PSHE Week 8- Anti- bullying week PowerPoint and discussion cards.</p>
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