

Curriculum Map Year 2

	Au 1	Au 2	Sp 1	Sp 2	Su 1	Su 2
<h1>Literacy</h1>	<p>Reading- listening to and responding to poetry, Valerie Bloom, John Agard, Benjamin Zephaniah- Build up a repertoire of poems learnt by heart, recognising simple recurring literary language</p> <p>Use oral performance and partner work to create poems in the style of one of the above poets. Then write in appropriate style, orally saying before writing</p> <p>Role play and drama for people on the Windrush and improvise scenes. From this compose a narrative of the Windrush Journey- use noun phrases (the sparkling ship), correct tense and subordinating (when, if, that, because) and co-ordinating (or, and, but) conjunctions</p> <p>Share Anansi stories, model thinking aloud, drafting and rereading when retelling stories</p>	<p>Introduce to non-fiction books which are structured in different ways and discuss the sequence of events and how items of information are related. Consider cause and effect. Information Texts</p> <p>Learn about Samuel Pepys role play and model and write, (writing narratives about real events, planning and saying aloud what they want to write before writing) Diaries- writing in the first person and past tense using noun phrase phrases (the fire raged), correct tense and subordinating (when, if, that, because) and co-ordinating (or, and, but) conjunctions (writing for different purposes) Newspaper Reports- using favourite words and phrases from the information they have read</p> <p>Learn about the plague- reenact scenes and create waning posters- use alliteration, rhyme (learn how to use a rang of punctuation- including exclamation marks, question marks, commas in list and apostrophes for contractions) create a shopping list of herbs and medicines for a health cure</p> <p>Health information leaflet</p> <p>Funeral odes</p> <p>Recounts</p>	<p>Use role play and drama to become the inventors. Mrs Armitage stories- Predict what might happen by reading some information about an inventor .</p> <p>Being introduced to non fiction books which are ordered in different ways. Alphabetically ordered texts – Writing an electricity dictionary. Writing about real events- Drawing on what they already know or on background information and vocabulary provided by books and the teacher . The invention of the... Biography writing- writing in the 3rd person, past tense, range of connectives. research a range of non- fiction sources.</p> <p>Create adverts for invention using range of punctuation and literary devices such as alliteration, rhyming, slogan Use different sentence forms- statement, question, exclamation . Perform and film adverts prior to writing</p> <p>Persuasive letter writing to get money for inventions</p> <p>Inventors story</p> <p>Safety about electricity</p> <p>Explanation texts</p>	<p>Read and listen to whole books, not just extracts to promote grammar and vocabulary. Read the same story by different authors and discuss how narratives are structured. Fairy Tales/ Traditional tales-</p> <p>Create puppet theatres to orally retell stories prior to writing.</p> <p>Writing for different purposes; Retelling, Writing from a different point of views. Character diaries, letters, character description</p> <p>Instructions – for making a Hansel and Gretel House, food for the houses</p> <p>Use verbs to indicate time correctly, including verbs in the continuous form</p> <p>Create maps of Hansel and Gretel’s village and the witch’s forest. Consider the climate compared to ours. Label and find out about key physical features-hill, mountain, river, valley, vegetation, weather and key human features; city, town , village, factory, farm, house shop- consider jobs that people do in the area</p> <p>Poetry- witch’s spells</p>	<p>Non-chronological reports - writing a holiday brochure., animal information brochures</p> <p>Read and listen to whole book , not just extracts to promote grammar and vocabulary. Lighthouse Keepers</p> <p>Lunch- adventures, letters, Mr Grinling goes on a journey to sale the oceans- map his journey naming the oceans. Send messages in bottles and postcards from each of the continents describing the landscape, culture, size etc of the continent.</p> <p>Pirate stories The Pirates Next door etc, looking at rhyme and syllables</p> <p>Create rhyming sea shanties</p> <p>Create ransom note in different styles</p> <p>Invent riddles to find treasure,</p>	<p>Non-chronological reports- seaside in the past, a report on a rich Victorian family</p> <p>Adverts for holiday destinations</p> <p>Postcards home</p> <p>Katie Morag- learning about the Scottish isles and comparing to London. Naming the name cities of Scotland and England. Knowing the Scottish Isles</p> <p>Persuasive writing to take care of the island, is pollution damaging the isle</p> <p>Role Play tourist/post off</p>
<h1>Mathematics</h1>	Time- sequencing events	Apothecary’s Health Shop- thermometers, measuring vessels, Health- weight and height checks	Money- Inventors Shop	Measuring the changes in Hansel	Time-Lighthouse on off, ferry journeys	Money- the seaside shop, train fares, Post Office

Science	Animals, including humans Animals and their young – reptiles, birds, mammals. Write information texts about what animals need to survive.	Healthy diet and exercise. Hygiene.	Using Electricity Making series circuits. Make drawings of circuits 'Invent' an electrical toy	Plants - what would the witch grow in her garden? Grow seeds and bulbs, observe and describe. Explanations – write explanation of how plants grow and reproduce.	All living things and their habitats. Explore the difference between live and dead things. Describe and compare habitats. How do animals obtain their food? Food chains.	Use of everyday materials. Compare materials suitability for different jobs. What material to make a rain jacket from for Katie Morag. Explore some materials can be changed bending, twisting, stretching. Clay, elastic bands.
History	Significant historical events in own locality- The Windrush	The Plague/ The Great Fire of London	Life of Significant Individuals			The seaside in the past
Geography	Windrush- diary of the journey	Maps of Old London		Human and physical geography-use basic geographical vocabulary to refer to key physical and human features	Location Knowledge- name and locate the world's seven continents and five continents	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: <ul style="list-style-type: none"> ▪ 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
R.E.	Christianity- unit 1	Christianity- unit2 Christmas Story of Christmas	Judaism-unit 1	Judaism-unit 2	Buddhism- unit 1	Buddhism- unit 2
P.E.	Ball skills Gym - travelling	Ball skills Gym – balancing	Striking games Gym – spinning and turning	Striking games Gym – sequences of movements	Games Swimming	Swimming Athletic
Art	Portraits of Famous Black Heroes	Printing - Great fire prints Textural Fire pictures Tudor Houses	Quentin Blake- drawing and painting in his style	Drawing natural objects – from the local environment Georgia O'Keefe	KATSUSHIKA HOKUSAI- printing The Wave	Sculpture – clay changing state in the kiln
D.T.	Making vehicles- carriages- link with Literacy and Science		Making electrical toys and games		Puppets- Characters from the Lighthouse Keepers stories	Making Beach Huts

ICT

Music

General Musicianship

Rhythm

Rhythm and dictation

Pitch and singing

Instruments

Dalcroze, dance and games