

## Year 2 Curriculum Map 2017 - 2018

	Autumn Term 1 Dungeons and Dragons	Autumn Term 2 Fire and Light	Spring Term 1 To Infinity and Beyond!	Spring Term 2 Africa and Easter	Summer Term 1 All Creatures Great & Small	Summer Term 2 Seaside
History and Geography	Historical Places in own locality: Visit to Newcastle Keep Locating castles on a U.K map Using a timeline	Significant Events: The Great Fire of London	Significant People: Neil Armstrong and Christopher Columbus Continents and Oceans	A study of a contrasting non-European country (Africa)	Location of features and routes on a map including a visit to a local wood to use a compass.	Seaside now and then. Geographical features of the seaside. Visit to the seaside.
Literacy	<i>Word / Spelling</i> Phonic Sessions Handwriting Sessions Common exception words	<i>Word/Spelling</i> Phonic Sessions Handwriting Sessions Common exception words	<i>Word / Spelling</i> Phonic Sessions Handwriting Sessions Contracted forms of words	<i>Word / Spelling</i> Phonic Sessions Handwriting Sessions Homophones and near homophones	<i>Word / Spelling</i> Phonic Sessions Handwriting Sessions Suffixes ment, ness, ful, less and ly	<i>Word / Spelling</i> Phonic Sessions Handwriting Sessions Suffixes ment, ness, ful, less and ly
	<u>P.A.G.</u> Review capital letters, full stops, question and exclamation marks.	<u>P.A.G.</u> Joining sentences using and, but, or, because, that, when and if.	<u>P.A.G.</u> Contracted forms. Adverbs. Present and past tenses.	<u>P.A.G.</u> Commas in lists. Sentences with different forms.	<u>P.A.G.</u> Possessive singular. Pronouns.	<u>P.A.G.</u> Suffixes er/est. Progressive form of verbs.
	Talk 4 Writing Stories with familiar settings. Traditional Tales Instructions.	Talk 4 Writing Information texts. Poetry.	Talk 4 Writing Fantasy Stories. Report Writing.	Talk 4 Writing Stories from other cultures Poetry	Talk 4 Writing Information Texts Fact Files Riddles/limericks.	Talk 4 Writing Stories by same author. Stories with a seaside theme. Persuasive Writing
	<i>Reading</i> Phonics Sessions Guided reading groups. Reading 1:1. Class story - read at end of day.		<i>Reading</i> Phonics Sessions Guided reading groups. Reading 1:1. Class story - read at end of day.		<i>Reading</i> Phonics Sessions Guided reading groups. Reading 1:1. Class story - read at end of day.	
Mathematics	Estimate and count a number of objects up to 100; locate numbers on 1-100 number squares; compare pairs of numbers and find a number in between; order three numbers; order 2-digit numbers	Know and use ordinal numbers: understand that 2-digit numbers are made from some 10s and some 1s; understand place value using 10p and 1p coins; find and record all possible amounts using 10p and 1p coins; find 10p more and less; find 10 more and less.	Place value and ordering 2-digit numbers; place value additions and subtractions; add and begin to subtract 9, 10 and 11	Revise doubles and corresponding halves to 15; find half of odd and even numbers to 30; revise and recognize 1/2s, 1/4s, 1/3s and 2/3s of shapes; place 1/2s on a number line; count in 1/2s and 1/4s; understand and write mixed numbers.	Locate, order and compare 2digit numbers on 0-100 landmarked lines and on the 1100 square; use < and > signs; locate numbers on an empty 0100 line; introduce numbers 101200 and count in 100s to 1000; add 2-digit numbers by counting on in 10s and 1s; subtract 2-digit numbers by counting back in 10s and 1s	Count back in 10s and 1s to solve subtraction and check using addition; add three or more small numbers using addition facts; record amounts of money using £.p notation including amounts with no 10s or 1s; find more than one way to solve a money problem.

	Revise number bonds to 6, 7, 8, 9 and 10; know number bonds to 10 and begin to learn related subtraction facts; know multiple of 10 number bonds to 100; learn bonds to 20	Add and subtract 10, 20 and 30 to any 2-digit number; add and subtract 11, 21, 12 and 22 to any 2-digit number; solve addition and subtractions by counting on and back in 10s and then in 1s; solve problems using concrete and pictorial representations.	Revise number bonds to 10, begin to bridge 10; subtract from 10 and 20; use number facts to find the complement to ten; find a difference between two numbers by counting on.	Count in 2s, 5s and 10s to solve multiplication problems and find specified multiples; introduce the x sign; record the 2, 5 and 10 times tables; investigate multiplications with the same answer; write multiplications to go with arrays	Use doubles and number bonds to add three 1-digit numbers; use number facts to 10 and 20 in number stories; find complements to multiples of 10; understand subtraction as difference and find this by counting up; find small differences either side of a multiple of 10.	Count in 3s, recognizing numbers in the three times table; understand that multiplication is commutative and that division and multiplication are inverse operations; solve divisions as multiplications with missing numbers.
	Double numbers to 15; use patterns in number bonds; use number bonds to solve more difficult additions, to subtract and to solve additions bridging 10	Understand and use terms and vocabulary associated with position, direction and movement; measure lengths using uniform units; begin to measure in centimetres and metres.	Rehearse complements to multiples of 10; find differences using a number line; find change from 10p and 20p, and from £10 to £20 by counting up and using bonds to 10 and 20; add two 2-digit numbers by counting on.	Tell the time to the nearest quarter of an hour using analogue and digital clocks; understand the relationship between seconds, minutes and hours; interpret and complete a pictogram or block graph where one block or symbol represents one or two things.	Add and subtract 1-digit numbers to and from 2-digit numbers; subtract 2-digit numbers by counting back in tens and ones; add two 2-digit numbers by counting in 10s, then adding 1s; add 2-digit numbers using 10p and 1p coins; add 2-digit numbers using place value cards.	Measure and estimate lengths in centimetres; tell the time involving multiples of 5 minutes past the hour and 5 minutes to the hour; tell the time to 5 minutes; begin to say the time 10 minutes later.
	Sort 2D shapes according to symmetry properties using Venn diagrams, identify right angles and sort shapes using Venn diagrams, recognize squares, rectangles, circles, triangles, ovals and hexagons, investigate which tessellate, sort shapes using a two-way Carroll diagram.	Add and subtract 2-digit numbers; solve addition and subtraction problems using concrete and pictorial representations; add near doubles to double 15; add several small numbers spotting near doubles or pairs to 10	Recognise and identify properties (including faces and vertices) of 3D shapes; sort according to properties including number of faces; name the 2D shapes of faces of 3D shapes; tell the time to the nearest quarter on analogue and digital clocks	Revise 2, 5 and 10 times tables; revise arrays and hops on the number line; multiply by 2, 3, 4, 5 and 10; make links between grouping and multiplication to begin to show division; write divisions as multiplications with holes in and use division sign.	Measure weight using standard or uniform non-standard units; draw a block graph where one square represents two units; weigh items using 100g weights using scales marked in multiples of 1kg or 100g; measure capacity using uniform non-standard units; measure capacity in litres and in multiples of 100ml.	Partition to add two 2-digit numbers; find the difference between two 2-digit numbers; multiply two numbers using counting in steps of 2, 3, 5 and 10; solve division problems by counting in steps of 2, 3, 5 and 10
	Begin to mark numbers on a landmarked numberline, compare and order numbers, using < and > signs, work systematically to find all possible inequalities, find 1 and 10 more or less using the 100-square, find 10 more and 10 less than any 2-digit number.	Count in 2s, 5s and 10s from zero; count in multiples of 2p, 5p and 10p; number sequences of 2s, 5s and 10s; find the totals of coins and ways to make an amount; use coins to make given amounts of money.	Order 2-digit numbers and revise the < and > signs; locate 2-digit numbers on a landmarked line and grid; round 2-digit numbers to nearest 10; estimate a quantity < 100 within a range.	Recognise all coins, know their value, and use them to make amounts; recognize £5, £10 and £20 notes; make amounts using coins and £10 note; write amounts using £.p notation; order coins 1p - £2 and notes £5-£20; add two amounts of money.	Double multiples of 10 and 5; double 2-digit numbers ending in 1, 2, 3 or 4; find a quarter of numbers up to 40 by halving twice; begin to find $\frac{3}{4}$ of numbers; find $\frac{1}{2}$ , $\frac{1}{4}$ and $\frac{1}{3}$ of amounts; spot patterns and make predictions when finding a third of numbers.	Compare two 2-digit numbers and find bonds to 100 using thermometers; revise place value in 2-digit numbers, numbers between 100 and 200, and 3-digit numbers (including zeros in the 10s and 1s places).

Science	<b>Materials</b> Identify and compare the suitability of everyday materials. Investigate how the shapes of objects made from some materials can be changed.	<b>Animals including Humans</b> Describe the basic needs of animals, including humans, for survival (water, food, air). Animals, including humans, have offspring that grow into adults.	<b>Plants</b> Observe how seeds and bulbs grow into mature plants. Describe how plants need water, light and suitable temperature to grow and stay healthy.	<b>Animals including Humans</b> Understand the importance of exercise, eating the right foods and hygiene for humans.	<b>Living things and their habitats.</b> Compare things that are living, dead and those things that have never been alive. Identify and name a variety of plants and animals in their habitats. Describe how animals obtain food (basic food chains). Describe how different habitats provide for the basic needs of different animals and plants.	<b>Living things and their habitats.</b> Compare things that are living, dead and those things that have never been alive. Identify and name a variety of plants and animals in their habitats. Describe how animals obtain food (basic food chains). Describe how different habitats provide for the basic needs of different animals and plants.
Computing	Use technology safely. Create, organise, store, manipulate, retrieve data. 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.					
R.E.	<b>Beginnings</b> - God is at every beginning. <b>Signs and Symbols</b> - Baptism. <b>Preparing</b> - Advent, <b>Preparing to celebrate Christmas.</b>		<b>Books</b> - The books used in Church. <b>Thanksgiving</b> - Mass a special time to say thank you to God. <b>Opportunities</b> -Lent and Easter		<b>Spread the Word</b> - Pentecost <b>Rules</b> - Sacrament of Reconciliation <b>Treasures</b> - Gods Treasure; the world <b>Journey in Love</b>	
Art	Colour and Pattern	Light & Dark Pictures representing the Great Fire of London		African Patterns and Artwork	Art from Nature Study of Andy Goldsworthy	
D & T	Design a Castle Food Tasting	Christmas Crafts and Cooking	Vehicle making. African Cooking	Easter Crafts and Cooking	Puppet making	
Music	Charanga/Ks1 singing		Charanga/KS1 singing		Charanga/ KS1 singing	
P.E.	Swimming/Multi Skills	Swimming/Gymnastics	Swimming /Gymnastics/Dance		Swimming/Team Games/Athletics	