

Year 2 Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
TOPIC	The Home Front	Traditional Tales	Oranges and Lemons London		A non-European country eg. India Local area	
LITERACY GENRES	Recounts (2 weeks or 1+1) Explanations (2 weeks) Traditional tales (4 weeks or 2+2) Calligrams (1 week) List poems (2 weeks)		Stories with recurring literacy language (4 weeks or 2+2) Report (4 weeks or 2+2) Shape poems (3 weeks)		Myths, creation stories (4 weeks or 2+2) Instructions (2 weeks) Explanations (2 weeks) Poetry appreciation (3 weeks)	
MATHS (cross curricular)	Chronology-order events on a timeline Investigate war time rations	Compare measures, Use mathematical vocabulary to describe position, movement, direction	Chronology-order events on a timeline		Handling data-food tasting Investigate symmetry in rangoli patterns Investigate fractions in flags	

<p>SCIENCE</p>		<p>Chemistry Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard (eg. strongest bridge for 3 Billy Goats Gruff, new chair for baby bear, house for the pigs. Find out how the shapes of solid objects can be changed by squashing, bending, twisting and stretching</p>	<p>Find out about people who have developed useful materials Melting chocolate/ice etc.-working scientifically</p>	<p>Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals Identify and name a variety of common animals that are carnivores, herbivores and omnivores 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 micro-habitats 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. Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy</p>
<p>HUMANITIES</p>	<p>Events beyond living memory that are significant nationally and globally Learn about significant local people, events</p>		<p>Learn about significant historical figures, who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods. Eg monarchs,</p>	

GEOGRAPHY		Use simple compass directions(N,S,E,W) and locational and directional language to describe the location of features and routes on a map Devise a simple map and use and construct basic symbols in a key	Name, locate and identify characteristics of the four countries and capital cities of the UK and its surrounding seas Use world maps, atlases and globes to identify the UK and its countries	Use world maps atlases and globes to identify countries, continents and oceans Name and locate world's 7 continents and 5 oceans Compare local area to a non-European country Use appropriate 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 Use simple field work and observational skills to study the immediate environment To use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features devise simple plans and maps, using symbols.		
ART	Use a range of materials creatively to design and make products 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, craftmakers and designers, describing the differences and similarities between different practices and disciplines and making links to their own work					
DT	Design purposeful, functional appealing products for themselves and other uses based on design criteria Generate develop, model and communicate their ideas through talking, drawing, templates, mock ups and where appropriate ICT Select and use a range of tools and equipment to perform practical tasks eg cutting shaping joining and finishing Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics Explore and evaluate a range of existing products Evaluate their ideas and products against design criteria Build structures exploring how they can be made stronger, stiffer and more stable Explore and use mechanisms eg levers slides wheels					
COMPUTING	We are games testers	We are astronauts	We are researchers	We are detectives	We are photographers	We are zoologists

RE	Old Testament Prayers and Stories Navaratri (Hinduism)	Special Celebrations Advent Chinese New Year (Buddism) Guru Nanak's Birthday (Sikhism) Hanukka (Judaism)	Christmas Sharing in the life of Jesus Lent	Holy Week Easter Baisakhi (Sikhism)	Pentecost Parables and Miracles Ramadan (Islam)	Our Church The Mass Asalha Puja Day (Buddism)
MUSIC	Use their voices expressively and creatively by singing songs and speaking chants and rhymes Play tuned and untuned instruments musically Listen with concentration and understanding to a range of high quality live and recorded music Experiment with, create, select and combine sounds using the inter-related dimensions of music					
PE						
PSHE	(Cambridge) Helping and getting help (Seal) New beginnings	(Cambridge) Keeping Healthy Dealing with Bullying (Seal) Getting on and falling out Say no to bullying Protective Behaviours	(Cambridge) Safety Contexts (Seal) Good to be me	(Cambridge) Managing change Personal Safety (Seal) Relationships	(Cambridge) Emotional well being Drugs and their uses (Seal) Going for goals	(Cambridge) Managing risk Identifying and reducing risk (Seal) Changes