

PE

Dance

- perform dances using simple movement patterns.

Athletics

- Pupils will develop skills required in athletic activities such as running at different speeds, changing direction, jumping and throwing. In all athletic based activities, pupils will engage in performing skills and measuring performance, competing to improve on their own score and against others.

Striking and Fielding

- Pupils develop their basic understanding of striking and fielding games such as Rounders and Cricket.

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.

Science

Living Things and their Habitats

- 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.

ART/DT

- 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

English See Unit Plans

Power of Reading: Man on the Moon, The Magic Finger

Narrative – Man on the Moon

Settings, identify problem and solution, box up, draft and edit, write fictional narratives, vocabulary, tenses, four types of sentences, suffixes, character description, diary entries and letter, comparisons.

Non-fiction – Recount of personal experiences

Guided Reading sessions weekly

Phonics – Monster Phonics

Handwriting – twice weekly

Year 2 Curriculum Map

Summer Term 2025

Miss Duggan and Miss Taylor

Maths

Fractions

Equal and unequal parts, recognise and find a half, recognise and find a quarter, recognise and find a third, recognise and find three quarters. Find fractions of shapes, quantities and numbers. Recognise the equivalence of a half and two-quarters.

Time

O'clock and half past, quarter past and quarter to

Tell time to 5 minutes

Minutes in the hour

Hours in the day

Statistics

To make tally charts

To interpret tables and pictograms

To interpret block diagrams

Measurement - Direction and Position

Describe movement, Describe turns

Describe movement and turns, Make patterns with shapes

R.E

See Unit Plans

To the Ends of the Earth

Dialogue and Encounter

Other Faiths: Sikhism

Computing

Creating Music

use technology purposefully to create, organise, store, manipulate and retrieve digital content

Presenting Ideas

use technology purposefully to create, organise, store, manipulate and retrieve digital content

Presentation Skills

use technology purposefully to create, organise, store, manipulate and retrieve digital content
recognise common uses of information technology beyond school

History: Explorers and exploring our world

- the lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods [for example, Elizabeth I and Queen Victoria, Christopher Columbus and Neil Armstrong, William Caxton and Tim Berners-Lee, Pieter Bruegel the Elder and LS Lowry, Rosa Parks and Emily Davison, Mary Seacole and/or Florence Nightingale and Edith Cavell] significant historical events, people

Geography: Mapwork

- name and locate the world's seven continents and five oceans
- name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas
- use simple compass directions (North, South, East and West) and locational and directional language [for example, near and far; left and right], to describe the location of features and routes on a map

PE – Get Set 4 PE

Dance

THEME: Exploring space and travel: To remember, repeat and link actions.

To explore space and simple movement patterns.

THEME: Actions and rhythms: To create actions and accurately copy other's actions.

THEME: The Circus: To copy, remember and repeat actions.

To use facial expressions to show different characters.

THEME: The Circus: To perform in unison. To create interesting shapes with a partner.

THEME: Mirrors: To be able to mirror a partner. To work with a partner to create ideas.

THEME: The Rainforest: To create actions in response to a stimulus. To copy and repeat actions.

THEME: The Rainforest: To copy, create and perform actions in response to the stimulus.

To use dynamics in the performance.

THEME: The Rainforest:

To create a short dance phrase with a partner showing clear changes of speed.

Athletics

To develop the sprinting action.

To develop rhythm and balance in running over obstacles.

To develop agility and co-ordination.

To develop jumping for distance.

To develop technique when jumping for height.

To develop throwing for distance.

To develop throwing for accuracy.

To develop technique when taking part in an athletics carousel.

Striking and Fielding

To develop technique when taking part in an athletics carousel.

To track a rolling ball and collect it.

To develop accuracy in underarm throwing and consistency in catching.

To develop overarm throwing.

To develop striking a ball with my hand and equipment.

To retrieve a ball when fielding.

To understand the roles of batter, bowler and fielder.

To understand how to get a batter out.

To understand how to run around bases to score points.

ART/DT

Vehicles

To learn how vehicles move.

To draw and label the moving parts of a vehicle.

To design and label their

Vehicle.

To join materials together to create a moving vehicle.

To decorate their vehicle using paint, glue and a range of materials.

To evaluate and explain their choices for their vehicle.

Mother Nature

To learn about artwork using natural materials.

To sketch a repeated pattern based on Andy Goldsworthy's art.

To create a pattern of prints by pressing, rubbing and rolling.

To create a collage using natural objects and repeated patterns.

To self and peer evaluate their piece of artwork.

Computing

Creating Music

To upload a sound from a bank of sounds into the Sounds section. To record their own sound and upload it into the Sounds section. To create their own tune using the sounds which they have added to the Sounds section.

Presenting Ideas

To explore how a story can be presented in different ways.

To make a quiz about a story or class topic.

To make a fact file on a nonfiction topic.

To make a presentation to the class.

Presentation Skills

I can use basic computer skills.

I can use folder.

I can organise ideas for a presentation.

I can create a simple presentation with text.

I can add and format an image.

I can reorder slides and present a presentation.

I can search and print.

I can create code for a pair of characters involving speech and movement.

Music

Friendship Song

Sing the song and play instrumental parts within the song.

Sing the song and improvise using voices and/or instruments within the song

Sing the song and perform composition(s) within the song

Reflect, Rewind and Replay

Listen and Appraise Classical music

Continue to embed the foundations of the interrelated dimensions of music using voices and instruments

Singing

Play instruments within the song

Improvisation using voices and instruments

Composition

Share and perform the learning that has taken place

Year 2 Curriculum Map

Summer Term 2025

Learning Intentions

Science

Living Things and their Habitats

- To explore and compare living, once-living and never lived things.
- To identify, draw and label different habitats and their animals/plants.
- To go on a habitat walk to identify and record living, once lived and never lived things in habitats, including micro-habitats.
- To discuss, identify and label how animals adapt to their habitats.
- To sequence and label animals in a food chain based on what they eat.

History Explorers

- To explore what makes a person significant or famous.
- To know who James Cook was.
- To chart James Cook's travels on a map.
- To find out and discuss key information about Neil Armstrong.
- To plot a timeline of Neil Armstrong's life.
- To learn some facts about the Moon Landing.
- To explain how the two explorers will be remembered.
- To learn about modern day explorers.

Geography Mapwork

- To locate and label the seven continents.
- To locate and label the 5 oceans.
- To use an atlas to label the four countries and capital cities of the United Kingdom and its surrounding seas on a map.
- To use compass directions to navigate on a map.
- To use locational and directional language to give accurate directions.