



Netherton C.E. Primary School
Year 2 Curriculum Map – 2018/2019

Subject	Autumn 1	Spring 1	Summer 1
Part Week	Focus Week: Vision, values and Compass for Life		
History Week 1/2	Events beyond Living Memory: Remembrance Local History: Linked to remembrance	Significant individuals: Who have contributed to national and international achievement	Changes within living memory: Changes in national life: transport
Science Week 3	Animals and Humans: Animals/humans have offspring which grow into adults. Describe basic needs for survival [water, food, air].	Materials: Suitability of everyday materials. Find out how shapes of solid objects can be changed.	Living things and their habitats: Differences between living, dead and never alive. How habitats are suited to needs of animals/plants. Simple food chains.
Religious Education Week 4	Creation: Who made the World?	Gospel: What is the Good News Jesus brings?	Islam: Who was Muhammed?
Art and Design Week 5	Drawing: Develop ideas, experiences and imagination Artist/craft maker/designer study: Mark Chagall	Print: Develop a wide range of techniques	
Music Week 6	Musical Stories: The World Wars	Musical Pictures: Great artists	
Focus Week Week 7	Anti-bullying: Choose Respect		
Physical Education Weekly	Games 4: Dodging and marking/ball control Gymnastics 5: Changes of speed	Dance 5: Rhythmic phrases Gymnastics 6: Basic body shapes	Dance 7: Contrast in shape Games 5: Effective passing
Key Values	Positivity	Fairness	Forgiveness

Subject	Autumn 2	Spring 2	Summer 2
Geography Week 1/2	School and Locality – Field work and observational skills and simple map/key	UK and non-European comparison: India – comparison of human and physical geography	Seaside Seasonal and daily weather patterns and Human and physical features of small area ok UK
Science Week 3	Animals and Humans: Describe importance of exercise, right amount of different foods and hygiene.	Plants: Describe how seeds/bulbs grow and how plants need water, light and suitable temperature to grow and stay healthy.	Animals and Humans: Know basic parts of human body
Design Technology Week 4	Mechanisms: Explore and use in products	Construction: Build structures exploring making stronger, stiffer and more stable.	Food: Understand where food comes from. Use principals of healthy and varied diet to prepare dishes
Computing Week 5	E. Safety: J2 Bloggy	Coding: J2E coding to debug	Coding: J2E Predict behaviour of simple programs
Religious Education Week 6	Incarnation: Why does Christmas matter to Christians?	Salvation: Why does Easter matter to Christians?	Islam: How do Muslims try to please God?
Focus week Week 7	Religious Education: Christmas	Religious Education: Easter	Sculpture: Develop ideas, experiences and imagination: Natural materials eg: Willow Artist/craft maker/designer study
Physical Education Weekly	Gymnastics 6: Basic body shapes Fitness	Gymnastics 7: Partner sequencing Dance 6: pathways	Games 6: Different game types Dance 8: Moving and stillness
Key Values	Perseverance	Caring	Acceptance