



St Helen's Catholic Primary School
Year 2 Curriculum Map 2017 - 2018

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Religion	<p><u>Mission Statement & Gospel Values</u> 5th-8th Sept</p> <p><u>KS1 Prayer & Praying/KS2 The Mass</u> 11th-22nd Sept</p> <p><u>Domestic Church – Family</u> 25th Sept-13th Oct</p> <p><u>Judaism</u> 16th – 20th Oct</p>	<p><u>Saints</u> 30th Oct- 3rd Nov</p> <p><u>Year of Mercy Week</u> 13th-17th Nov</p> <p><u>Baptism/Confirmation</u> – Belonging 6th – 24th Nov</p> <p><u>Advent/ Christmas</u> – Loving 27th Nov- 19th Dec</p>	<p><u>Other Faiths</u> – 3rd - 19th Jan</p> <p><u>Local Church</u> – <u>Community</u> 22nd Jan – 9th Feb</p>	<p><u>Eucharist – Relating</u> 19th Feb - 9th Mar</p> <p><u>Lent / Easter – Giving</u> 12th – 29th Mar</p>	<p><u>Pentecost – Serving</u> 12th Apr – 4th May</p> <p><u>Reconciliation – Inter-relating</u> 8th – 25th May</p>	<p><u>Universal Church – World</u> 4th - 22nd June</p> <p><u>Friends of Jesus & Stories Jesus told</u> 25th June – 13th July</p>
Science	<u>Habitats</u>	<u>Use of Materials</u>	<u>Changing Shape</u>	<u>Growing Plants</u>	<u>Living things</u>	<u>Feeding & Exercise</u>
Comp	<p>Computing Programme of Study Focus –</p> <p><u>Online Safety</u> <u>Kidztype.com</u></p>	<p>Computing Programme of Study Focus –</p> <p>2.1 <i>We are Astronauts</i> (programming on screen)</p> <p><u>Screenshot</u></p>	<p>Computing Programme of Study Focus –</p> <p>2.4 <i>We are researchers</i> (researching a topic)</p> <p>Link to GFL</p> <p><u>Saving</u></p>	<p>Computing Programme of Study Focus –</p> <p>2.3 <i>We are photographers</i> (taking, selecting and editing digital images)</p> <p><u>Printing</u></p>	<p>Computing Programme of Study Focus –</p> <p>2.2 <i>We are games testers</i> (Exploring how computer games work)</p> <p><u>Screenshot</u></p>	<p>Computing Programme of Study Focus –</p> <p>2.5 <i>We are detectives</i> (Communicating clues)</p> <p><u>Copy & Paste</u></p>
Geography	<p>The UK - Use mapping skills, locational language & compass directions; locate the 4 countries, capital cities & surrounding seas of UK. Locate UK in Europe & the world.</p> <p>Locational knowledge. Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas. Geographical skills and fieldwork. Use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage. Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key.</p>		<p><u>Investigating our local area and contrasting it with a non-European country.</u></p> <p>Identify the location of our school. Contrast human and physical geography.</p> <p>Place knowledge Understand geographical similarities and differences through studying the human and physical geography of a small area in a contrasting non-European country.</p> <p>Human and physical geography Identify seasonal and daily weather patterns and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles.</p>		<p><u>Going to the Seaside</u> Similarities and Differences Key physical and human features</p> <p>Human and physical geography - Use basic geographical 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</p>	
History	<p><u>Cultural History Focus Weeks</u></p> <p><i>Icons & Inventors</i></p>	<p><u>An event beyond living memory that is significant nationally or globally.</u></p> <p>The Great fire of London.</p> <p>Events beyond living memory that are significant nationally or globally [for example, the Great Fire of London, the first aeroplane flight or events commemorated through festivals or anniversaries]</p>		<p><u>The life of a significant individual who has contributed to national and international achievements.</u></p> <p>Mary Seacole & Florence Nightingale.</p> <p>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]</p>		



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Art & Design	Famous Buildings - Print with a range of hard and soft materials. Draw on different surfaces with a range of media. Use simple graphics package to create images & effects with lines. John Virtue		Texture Creatures - Explore print and repetitive pattern. Effects of layering. Work on different scales. Select and use textured paper or fabric for an image. Explore tone using light & dark patterns. David Klein		Arts Weeks Use watercolours, colour mixing knowledge of different types of paints and their properties. Use collage to explore the landscape.	
D & T	Wheels and Axles Explore and evaluate wheeled products. Use questioning to support observations e.g. How do you think the wheels move? How do you think the wheels are fixed on? Why do you think the product has that number of wheels? Distinguish between fixed and freely moving axles and axle holders. Draw an example of a wheeled product, stating the user and purpose, and labelling the main parts e.g. body, chassis, wheels, axles, and axle holders. Experiment with different ways to hold free moving axles. Generate simple design criteria using initial experiences. Select and use a range of materials and components such as paper, card plastic and wood according to their characteristics. Evaluate their ideas throughout and their products against the design criteria.		Sandwiches - Teach the principles of a healthy and varied diet. Explore and evaluate types of sandwiches and wraps available. Design a sandwich or wrap based on a particular design criteria. Understand where the ingredients come from. Discuss healthy eating advice. Evaluate ideas and products against design criteria, including intended user and purpose. Design and print a label for their sandwich packaging.		Puppets - Provide a design criteria based on can purpose and user. Explore and evaluate a range of existing products. Create own design using an annotated sketch. Create a template based on this. Chn to understand how simple 3-D textile products are made, using a template to create two identical shapes. Explore how to join fabrics using different techniques. Explore different finishing techniques. Evaluate against the design criteria.	
PE	Gym (Parts high and parts low) Games (Throwing and Catching – Inventing Individual Games) Swimming	Dance (The Cat / Balloons / Reach for the Stars) Games Making up games with a partner) – Aiming, Hitting, Kicking Swimming	Gym (Pathways – Straight – Zig –Zag - Curving) Games (Dribbling, Kicking and Hitting) Football Swimming	Dance (Friends / Bubbles / Shadows) Games Group games and inventing rules) Minor Ball Games Swimming	Gym (Spinning – Turning – Twisting) Games (Athletics – Unit 1) Swimming	Dance (Words and Word Messages / The Three Little Pigs) Games (Athletics – Unit 2) Swimming
Music	Hands, Feet, Heart – South African styles. South African music and Freedom Songs. Nelson Mandela as a famous and influential person in our lifetimes. Historical context of musical styles.	Glockenspiel techniques - learning basic instrumental skills by playing tunes in varying styles. Introduction to the language of music, theory, composition, reading scores.	Sir Scallywag and the Golden Underpants – learning about structure, conducting, composition, choosing and organising sounds.	Understanding and using sounds and symbols to create music representing a storm and the character of Caliban - The Tempest. Choreograph movements to opening of A Night on Bare Mountain by Mussorgsky. Learn and practise songs for Easter production, concentrating on diction, actions and singing musically.	Zootime – Reggae. Animals, poetry and the historical context of musical styles.	Western Classical Music: Think about the history of music in context, listen to some Western Classical music and place the music in their correct time and space. Consolidate the foundations of the language of music.
French	Explore the patterns of sounds of language through song and rhyme. Age - Pupils to say their age and ask the question what age are you? Learn to sing happy birthday in French Resource J'aime chanter - Quel age as-tu? pg 9 Allez hop! Chantez! Bon anniversaire pg 49	Explore the patterns of sounds of language through song and rhyme. Numbers 1-20 Focus on pupils to recognise numbers without counting. Secret number game Bingo. Numbers song Learn a Christmas song Resource - J'aime chanter Père Noel pg 59	Broaden their vocabulary and develop their ability to understand new words Food - Bread, butter, milk, water French day activity - Food tasting Resource J'aime Chanter Mon pique-nique pg35 Allez hop! Chantez! Dix et onze et douze et treize pg 23	Listen attentively to spoken language and show understanding by joining in and responding Family - Vocabulary Mère, grand-mère, père, grand-père, soeur, frère, oncle, tante. Learn a family song and create a family tree. Resource - J'aime Chanter Ma famille pg 16	Describe people, places, actions or things orally and in writing. Parts of the body Resource J'aime chanter Les parties du corps (Head, shoulders, knees and toes) pg 23	Listen attentively to spoken language and show understanding by joining in and responding Revision for KS2 Days of the week Months of the year Colours / Numbers 1-20 Greetings / Expresso KS2
PSHCE	New Beginnings Getting on and falling out	Say No to Bullying Economy	Going for goals! Citizenship	Good to be me Healthy Lifestyles – Drugs & Alcohol	Relationships Safety	Changes Journey in Love
Ed Visits		Barbican		St Paul's Cathedral – London's burning workshop. The Monument	St Barts/Florence Nightingale Museum	Leigh-on-Sea Animal Magic