



Year 2 - Curriculum map



Planned half term	Year 2	Subject focus	Memorable experience	Innovate challenge	Love to investigate	English	Art & Design	Computing	D&T	Geography	History	Mathematics	Music	PE	PSHE	Science
1	Muck, Mess and Mixtures	Art & Design	Messy mixtures day	Messy art exhibition	Which stuff is stickier? What makes mud muddy? How big are bubbles?	Labels, Lists and captions; Recipes; Poetry; Narrative; Leaflets	Printing; Food landscapes; Mixed media pictures and collages; Colour mixing; Using clay	Stop motion animation; Digital photography and presentations	Food tasting; Origins of food; Healthy meals; Following recipes; Designing an outdoor kitchen	Discrete	Discrete	Measurement (capacity and mass)	Discrete	Discrete	Safety around medicines and household products	Everyday Materials; Working Scientifically
2	Land Ahoy!	Geography	Visit a marina/boat yard/RNLI station/boating lake	Find pirate treasure	Why do boats float? Can we find the treasure?	Narrative; Information books; Descriptions; Poetry; Postcards	Observational drawing; Printing	Programming; Using presentation software	Mechanisms; Structures	Using and making maps; Location knowledge; Using and giving directions	Significant historical people - Captain James Cook, Grace Darling; Famous pirates	Mass; Position; Direction and movement	Sea shanties	Discrete	Feeling positive about themselves	Everyday materials; Working scientifically
3	Beat Band Boogie!	Music	Watch a drumming band	Join the Duke's marching band	Can water make music?	Instructions, Labels and captions; Newspaper reports; Narrative; Lyrics; Invitations	Large-scale painting	Audio recording	Making percussion instruments	Making sketch maps	Discrete	Songs to recall number facts	Percussion; Listening; Improvising; Using voices	Dance	Discrete	Sound; Working Scientifically
4	Towers, Tunnels and Turrets	D&T	Visit a local castle	Make a fortress for the Three Little Pigs	Can you make a paper bridge? Where do worms live?	Recounts; Reported speech; Narrative; Letters; Posters	Sculpture using natural materials	Create castles using drawing software	Making models of towers, bridges and tunnels	Amazing structures around the world; Towers and bridges in the local area	Castles and castle life; Significant individuals - Isambard Kingdom Brunel	Measures (height)	Discrete	Defend and attack games; Balance and co-ordination	Dilemmas	Living things and their habitats; Use of everyday materials; Working scientifically
5	The Scented Garden	Science	Visit a garden centre or florist	Make a fragranced gift	What's on your wellies? Can seeds grow anywhere? How does grass grow?	Recounts; Non-chronological reports; Instructions; Narrative; Information books	Observational Drawing; Sculpture; Flower-pressing	Presenting information	Making fragrant products	Plants in the local environment; Plants of the world	Discrete	Measurement	Action rhymes	Discrete	Discrete	Plants
6	Wriggle and Crawl	Science	Visit a woodland, grassland, heath, fen or wetland	Minibeast life cycle animation	Do insects have a favourite colour? Do snails have noses? What is the life cycle of the ladybird? Where do snails live?	Lists and leaflets; Instructions; Reviews and information books; Poetry; Writing for different purposes	Observational drawing; Model making	Creating and debugging programs; Algorithms; Uses of ICT beyond school; Stop motion animation; Logical reasoning; Digital presentations	Origins of food; Selecting natural materials	Fieldwork	Discrete	Symmetry	Play tuned and untuned instruments	Dance	Feeling positive	Living Things and their Habitats; Animals, including Humans; Working Scientifically
									Materials and mechanisms	Discrete	Significant Individuals - Sporting heroes	Measurement; Properties of shapes	Chants and rhymes	Throwing and catching	Teamwork; Health and well-being	Everyday materials; Forces; The importance of exercise
									Selecting tools and materials; Baking; Sign making; Designing buildings	Fieldwork in the local area; Human and physical features; Using and making Maps with keys; Looking at aerial images	Changes within living memory; Significant people, Places and events in local area	Time; Data handling	Discrete	Keeping fit	Belonging to a community; Improving the local area	Identifying and comparing Everyday materials; Identifying plants in the local area
									Finger puppets	Coastal features	Discrete	Measures (mass)	Discrete	Discrete	Caring for the environment	Habitats; Living and Non-living Things; Food Chains; Basic Needs of Animals; Working Scientifically

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