

St. Giles' Infant School – Year 2 Curriculum Map

	Move	rs and Shakers	Coastline		Magnificent Monarchs	
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
English Reading	ISLA FISHER Marge Charge Charge	The second secon	Contraction of the second seco	The Elves of the E	Opened State Protectics Opened State Control of the state Opened State Control of the state Extension Extension	Talk for writing texts Flat Stanley
	Core text	Core text	Core text	Core texts	Core text	
	Fantastic Mr Fox Marge in Charge	Rosa Parks (Little People, Big Dreams)	Katie Morag and the New Pier I Was a Rat!The Scarlet	The Hodgeheg Nim's Island	Hotel Flamingo The Penderwicks	
	Talk for writing texts	Talk for writing texts	Slippers	Talk for writing texts	Talk for writing texts	
	The myth of Pandora's Box	Mr Majeika The Dragon Sitter	Talk for writing texts Alfie's Star	The Elves and the Shoemaker The Owl and the Pussycat	Queen Victoria's Bathing Machine	
	Phase 5 Revision	Learning words	Vowel Suffixes	More Suffixes	Letter Strings	Apostrophes and
Spelling		 The de sound spelt as ge and dge at the end of words, and sometimes spelt as g elsewhere in words before e, i and y The s sound spelt c before e, i and y The n sound spelt kn and (less often) gn at the beginning of words 	 Revision from Y1 Adding the endings -ing, ed and -er to verbs where no change is needed to the root word Adding -ing, -ed, -er, - est and -y to words of one syllable ending in a single consonant letter after a single vowel letter 	 Revision from Y1 - Adding -s and -es to words (plural of nouns and the third person singular of verbs) Adding -es to nouns and verbs ending in y Adding -ed, -ing, -er and -est to a root word ending 	 Words ending in tion - The /l/ or /əl/ sound spelt le at the end of words l, or, əl, sound spelt el at the end of words Words ending il The/3:/sound spelt or after w 	Homophones - Apostrophes for contractions - The possessive apostrophe (singular nouns)

		 The r sound spelt wr at the beginning of words The ai sound spelt y at the end of words The /ɔ:/ sound spelt a before I and II The /ʌ/ sound spelt o The /i:/ sound spelt ey The /ʒ/ sound spelt s 	 Adding -er and -est to adjectives where no change is needed to the root word Adding the endings -ing, -ed, -er, -est and -y to words ending in e with a consonant before it 	in -y with a consonant before it - The suffixes -ment, - ness, -ful, -less and -ly	- The /ɔ:/ sound spelt ar after w	
English	 Movers and Shakers Write a biography about a significant person. Use the past tense correctly and consistently. Write a newspaper report about the Moon landing Use the past tense correctly and consistently Write a persuasive poster convincing people in the time of Rosa Parks that black and white people should be treated equally Use different sentence types Write a persuasive speech about why their chosen person is the most significant person from history Use simple noun phrases 		 Coastline Consider what they are going to write before beginning. Plan or say out loud what they are going to write about. Write down ideas and/or key words, including new vocabulary. Discuss the sequence of events in books and how items of information are related. Identify the main facts or events in simple texts. 		 Magnificent Monarchs Write an information leaflet about Hampton Court Palace Use expanded noun phrases Children should use their historical knowledge of royal residences to write an information leaflet Write poems made from kennings about significant sovereigns Make compound nouns from verbs and nouns 	
		Deepen an understanding of a te Becor	Talk for Wr ext through drama, short burs Create their own version: Plan, draft and revise me independent writers, choos	t writing, description, persuas s of a model text. their writing.	ion and scientific writing.	
Maths The White Rose	 Place Value Count objects to 100 and read and write numbers in numerals and words Represent numbers to 100 Tens and ones with part-whole model Place value chart Compare and order objects and number Count in 2s, 5s, 10s, 3s 	 Addition and Subtraction Add and subtract 1s 10 more and 10 less Add and subtract 10s Add a 2 digit and 1 digit number crossing ten Subtract a 1 digit from a 2 digit number crossing ten Add two 2 digit numbers not crossing ten then crossing ten Subtract 2 digit number from 2 digit number not crossing ten then crossing ten 	Multiplication and division - Make and add equal groups - Multiplication using x symbol and pictures - Use arrays - 2s, 5s, 10s times-table - Grouping - Divide by 2, 5, 10 - Odd and even numbers Statistics - Make Tally charts - Draw pictograms	Geometry - Shape - 2d and 3d shape - Count sides and vertices on 2d - Draw 2d shapes - Lines of symmetry - Sort 2d Shapes and make patterns - Count sides, faces and edges on 3d - Sort 3d shapes and make patterns Fractions - Equal parts	Measurement – Length and Height - Measure length cm - Measure length m - Compare lengths - Order lengths - Four operations with length - Problems solving Geometry - Position and Direction - Describe position - Problem solve with position	Measurement - Time - O'clock and half past - Quarter past and quarter to - Telling time to 5 minutes - Hours and days - Duration of time - Compare duration of time Measurement – Mass, Capacity and Temperature

	Addition and Subtraction - Fact families, bonds to 20 - Check calculations - Compare number sentences - Bonds to 100	 Measurement – Money Count money - pence and pound, notes and coins Make the same amount Compare money Find the total/difference/change Two step problems Multiplication and division Make equal groups Add equal group Make arrays 	- Interpret pictograms - Block diagrams	 Recognise and find a half Recognise and find a quarter Recognise and find a third Unit fractions Non-unit fractions Equivalence of half and 2 quarters Find three quarters Count in fractions Problem solving 	 Describe movement and turns Make patters with shapes 	 Introduce weight and mass Measure mass Compare mass Compare mass Measure in grams and kilograms Introduce capacity and volume Measure capacity Compare volume Millilitres Litres Four operation with mass Four operations with volume Temperature
Science	Habitats - To learn about habitats and what a habitat needs to provide. - To explore local habitats to identify and name living things and begin to understand how they depend on one another for food and shelter.	Human Survival - To learn about the basic needs of humans for survival, including the importance of exercise, nutrition and good hygiene. - To learn how human offspring grow and change over time into adulthood.	Plant Survival - To learn about the growth of plants from seeds and bulbs - To observe the growth of plants first hand, recording changes over time and identifying what plants need to grow and stay healthy.	Uses of Materials - To learn about the uses of everyday materials and how materials' properties make them suitable or unsuitable for specific purposes. They begin to explore how materials can be changed.	Animal Survival - To learn about growth in animals by exploring life cycles of some familiar animals. - To build on learning about the survival of humans, by identifying the basic needs of animals for survival, including food, water, air and shelter.	
PSHE Jigsaw Scheme of Learning	 Being Me Hopes and fears Rights and responsibilities Listening Rewards and consequences 	Celebrating Differences - Stereotypes - Anti-bullying - Right and wrong - Looking after myself - OK to be different	Dreams and Goals - Choosing a realistic goal - Persevering - Working with others - Telling how I feel	Healthy Me - What I need to be healthy - What relaxed means - What is a healthy snack?	 Relationships Members of my family Acceptable forms of contact Things that cause conflict When to keep a secret Who can help me 	Changing Me - Cycles of life - Growing young to old - How my body changes from a baby - Physical differences between girls and boys - Different types of touch
History	Movers and Shakers	Movers and Shakers - The greatest explorers		Coastline Whitby Past and Present	Meet the Monarchs	Six significant sovereigns

	 Study a local historically significant person Exploring impact Sorting and grouping Ranking significance Timelines 	 Christopher Columbus Neil Armstrong Activists and their impact Emily Pankhurst Rosa Parks 		- Comparing past and present - Jobs in the past - Captain James Cook - Tourism - Sea Shanties	 English and British monarchy timeline Power and Rule Royal Residences Royal Portraits 	 Alfred the Great William the Conqueror Henry VIII Elizabeth I Queen Victoria Elizabeth II
	Let's Ex	plore the World	Coas	tline	Magnificer	nt Monarchs
Geography	 Using an atlas Using compass directions Using a key with a map Collecting data Locating the equator Hot, temperate and cold places Sustainability Characteristics of the United Kingdom Use of local human features enquiry 		 Map reading Reading Keys Physical processes (erosion) Human features of a coastal town Dangers of the coast Coastline Project Design a coastal town that tourists would want to visit.		 Develop their geographical skills and knowledge by revisiting a map of the United Kingdom, it's four countries and surrounding seas and oceans, and the four cardinal compass points. Revisit keys, using map symbols to identify and locate significant human features 	
Computing	Computing Systems and Networks In this unit, learners will look at information technology at school and beyond, in settings such as shops, hospitals, and libraries. Learners will investigate how information technology improves our world, and they will learn about using information technology responsibly.	Creating Media – Digital Photography Learners will learn to recognise that different devices can be used to capture photographs and will gain experience capturing, editing, and improving photos. Finally, they will use this knowledge to recognise that images they see may not be real.	Creating Media – Making Music Learners will explore how music can make them think and feel. They will make patterns and use those patterns to make music with both percussion instruments and digital tools. They will also create different rhythms and tunes, using the movement of animals for inspiration. Finally, learners will share their creations and compare creating music digitally and non-digitally.	Data and Information – Pictograms Learners will begin to understand what data means and how this can be collected in the form of a tally chart. They will learn the term 'attribute' and use this to help them organise data. They will then progress onto presenting data in the form of pictograms and finally block diagrams. Learners will use the data presented to answer questions.	Programming – Robot algorithms This unit develops learners' understanding of instructions in sequences and the use of logical reasoning to predict outcomes. Learners will use given commands in different orders to investigate how the order affects the outcome. They will also learn about design in programming. They will develop artwork and test it for use in a program. They will design algorithms and then test those algorithms as programs and debug them.	Programming – An introduction to quizzes This unit initially recaps on learning from the Year 1 Scratch Junior unit 'Programming B - Introduction to animation' Learners begin to understand that sequences of commands have an outcome and make predictions based on their learning. They use and modify designs to create their own quiz questions in ScratchJr and realise these designs in ScratchJr using blocks of code. Finally, learners evaluate their work and make improvements to their programming projects.

	What is a Christian? - to	Why did angels announce the	Why did Jesus tell	What is Easter really	Islam – What is	Why do Christians
	explain that a Christian is	birth of Jesus?	parables?	about?	important for Muslim	worship God?
	someone who follows	- to focus on the presence of	•	- To explore the Christian	children?	- to gain an
	Jesus, using examples of	angels in the Christmas narrative,	- To explore a range of	belief that Jesus died to	- to explore key Muslim	understanding of the
	the people who followed	as outlined in the Gospel of Luke,	parables, in order for	'mend' people's friendship	beliefs about Allah,	importance of worship to
	Jesus during his lifetime,	whilst reinforcing the sequence of	children to understand	with God, and to very	Muhammad (pbuh*) and	Christians and to make
	and others from the past.	events. Christians believe the	how Jesus used simple	simply encapsulate	the Qur'an in order to	links to their own
	Pupils are also introduced	presence of angels showed Jesus	stories to teach people	Christian beliefs about	help pupils to understand	experience of collective
	to Jesus' two 'great'	wasn't just an ordinary baby, but	deep truths about God. It's	Jesus' death and	what's important for	worship in school.
	commandments: 'love	God in human form (incarnation):	important that pupils are	resurrection in an Easter	Muslim children.	
	God' & 'love others', and	the birth of Jesus is part of God's	also given opportunities to explore the reasons why	Garden.		Why do Christians go to
	asked to think about the	plan of salvation and good news	Jesus told them, in order			church?
	impact of Jesus' words for	for the world.	to help them to make	What happens on		- to focus more on the
	, people who follow him.		connections between the	Maundy Thursday?		concept of how and why
			parables and what	- To explore in more		Christians worship
	Why is the Bible an		Christians believe.	depth the events that		through different services
	important book? - to		christians believe.	gave rise to the practices		rather than the features of
	establish that the Bible is			of Maundy Thursday, and		the building and is
55	a special book for			in a simple way, to help		intended to build on the
RE	Christians and that they			pupils to see the		Year 1 unit 'What is a
	gain guidance from			connections between		church?' It is envisaged
	reading it, rather than			Christian beliefs and		that this unit should be
	giving pupils			practical actions.		used in conjunction with a
	opportunities to retell the					visit to your parish church
	Bible 'stories'. This is more					building. You might
	the focus in the Year 1					decide to focus on one
	Bible unit. Pupils should					type of service in depth
	know that the Bible is					e.g. Sunday, baptism or
	made up of two sections:					wedding, or explore a
	Old and New Testament),					variety.
	that these are comprised					
	of many different books /					
	types of writing, and also					
	that these different types					
	of writing are viewed by					
	Christians as 'treasure'					
	from God as part of his					
	living word, the Bible.					
	Still Life		Flowe	r Head	Portraits and Poses	
					- Sketch a pose	
	- Similar or Different?		Children learn about the visu	ual elements of flowers,	- Digital drawing	
Art	- Colour study		including shape, texture, colour, pattern and form. They		- Portraiture today	
			alco ovoloro various artistis i	nothoda including drawing	- Royal portraits	1
	- Still life study		also explore various artistic i	methods, including drawing,	- Royal gallery	

		Remarkable Recipes		Beach Hut	Cut, Stitch and Join	Push and Pull
DT		 Exploring where food comes from Why do we cook our food? Tools Reading recipes Planning and evaluating a school meal 		Children learn about making and strengthening structures, including different ways of joining materials.	 Everyday fabric products Sewing patterns Stitching Embellishment Designing and making a bag tag 	 Machines and Mechanisms Slider mechanism Lever mechanism Linkage mechanism Designing and making a moving greetings card
	Pulse and Metre	Tempo, Dynamics and Timbre	Rhythm	Pitch	Contrasts	Musical Devices
Music	 Understanding pulse Creating simple patterns Understanding how sound is represented by symbols Physicalising pulse in different ways Maintaining pulse and identifying strong beats How many beats in a bar? 	 Identifying tempo High and low sounds Loud and soft sounds Different ways to use the voice Different ways to use instruments Instruments of the orchestra 	 Finding the pulse Finding the pulse in a song Exploring the difference between pulse and rhythm Using symbols to represent sounds Recognising musical symbols Composing a rhythm 	 What is pitch? High sounds Low sounds Following the pitch Changing the pitch Creating high and low sounds 	 Rhythm Pitch Dynamics Articulation Melody Timbre 	 Conjunct melodies Disjunct melodies Imitation Sequence Riffs Drone
ΡΕ	Swimming Swim competently, confidently and proficiently and perform safe self-rescue in different water-based situations Games Throwing and Catching Inventing Games	Swim competently, confidently and proficiently and perform safe self-rescue in different water- based situations Dance Cat, Balloons, Reach for the Stars)	Gymnastics Parts High and Low Games Aiming, hitting, kicking	Dance Friends, Bubbles, Shadows Gymnastics Pathways: straight, zig-zag and curving	Games Dribbling, hitting and kicking Athletics Development of specific basic skills including: - push throw with two hands - technique in short distance running - underarm throwing for distance and accuracy - paced running - jumping with different take-offs and landings - push throw with a bounce	Dance Words and word messages The Three Little Pigs Athletics Developing basic techniques of: - push throw and push bounce - sprinting technique - throwing for distance - even pacing between obstacles - jumping for distance - push throw with a bounce