



	YEAR 2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Core subjects	Maths	<p>Place Value</p> <ul style="list-style-type: none"> count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward read and write numbers to at least 100 in numerals and in words identify, represent and estimate numbers using different representations, including the number line recognise the place value of each digit in a two-digit number (tens, ones) compare and order numbers from 0 up to 100; use and = signs use place value and number facts to solve problems 	<p>Addition and Subtraction</p> <ul style="list-style-type: none"> add and subtract numbers using concrete objects, pictorial representations, and mentally, including: <ul style="list-style-type: none"> > a two-digit number and ones > a two-digit number and tens > two two-digit numbers > adding three one-digit numbers solve problems with addition and subtraction: <ul style="list-style-type: none"> > using concrete objects and pictorial representations, including those involving numbers, quantities and measures > applying their increasing knowledge of mental and written methods <p>Shape</p> <ul style="list-style-type: none"> identify, name and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line identify 2-D shapes on the surface of 3-D shapes. compare and sort common 2-D shapes and everyday objects recognise and name common 3-D shapes compare and sort common 3-D shapes and everyday objects order and arrange combinations of mathematical objects in patterns and sequences use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise) 	<p>Money</p> <ul style="list-style-type: none"> recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value find different combinations of coins that equal the same amounts of money solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change <p>Multiplication and division</p> <ul style="list-style-type: none"> recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (x), division (÷) and equals (=) signs solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts 	<p>Mass and Capacity and Length and height</p> <ul style="list-style-type: none"> choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels compare and order lengths, mass, volume/capacity and record the results using >, < and = 	<p>Fractions</p> <ul style="list-style-type: none"> recognise, find, name and write fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$ and $\frac{3}{4}$ of a length, shape, set of objects or quantity Recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$ write simple fractions for example, $\frac{1}{2}$ of $6 = 3$ <p>Time</p> <ul style="list-style-type: none"> compare and sequence intervals of time tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times know the number of minutes in an hour and the number of hours in a day 	<p>Statistics</p> <ul style="list-style-type: none"> interpret and construct simple pictograms, tally charts, block diagrams and simple tables ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity ask and answer questions about totalling and comparing categorical data <p>Position and Direction</p> <ul style="list-style-type: none"> order and arrange combinations of mathematical objects in patterns and sequences use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise)
	Writing	<p>Entertain: Narrative Inform: Instructions Entertain: Poetry – list poems</p>	<p>Entertain: Narrative Inform: Letters, postcards</p>	<p>Entertain: Narrative Inform: Non-chronological report</p>	<p>Entertain: Narrative Entertain: Poetry – free verse & simile</p>	<p>Entertain: Narrative Inform: Instructions</p>	<p>Inform: Recount Entertain: Narrative Entertain: Poetry</p>
	Science	<p>Habitats</p> <ul style="list-style-type: none"> *Consider the life processes that all living things have in common *Classify objects into alive, was once alive or has never been alive. *Explore global habitats, naming plants and animals that can be found there. *Learn how a range of different living things depend on each other for food or shelter. *Explore this further by creating food chains to show the sequence that living things eat each other for energy to grow and stay healthy. 	<p>Microhabitats</p> <ul style="list-style-type: none"> *Learn that scientists use a range of skills to answer questions. *Discover that microhabitats provide what minibeasts need to survive and carry out a survey to find out where different minibeasts live in the school grounds. *Practise asking scientific questions and follow a method to investigate which conditions woodlice prefer. *Explore the job role of a botanist by identifying flowering plants. 	<p>Uses of everyday materials</p> <ul style="list-style-type: none"> *Recognise that materials are suited to specific purposes and explore how actions such as stretching and bending affect the shape of solid objects. *Compare the suitability of materials; gather and record data in tables and block graphs and use their results to answer questions. *Learn about the harmful effects of plastic and explore eco-friendly alternatives. 	<p>Life cycles and health</p> <ul style="list-style-type: none"> *Learn what animals need to survive and how they change over time. *Collect data that allows them to observe changes in their peers, while also developing their ability to take measurements and record data. *Consider how scientific knowledge helps people to make healthy choices. 	<p>Plant-growth</p> <ul style="list-style-type: none"> *Explain what factors are needed for successful growth and compare how those needs vary across different plants, using prior knowledge of important plant structures *Grow plants from seeds and bulbs to ascertain the needs for initial development and compare this to the survival needs of plants in later growth phases. *Take measurements and reflect on historical examples to understand how conclusions can be drawn. 	<p>Plant-based materials</p> <ul style="list-style-type: none"> *Identify ways to reduce, reuse and recycle, drawing on knowledge of properties to invent creative uses for old objects. *Discover some natural materials derived from plants and look at the processes involved in making paper. *Use observational skills to conduct simple tests to choose the most suitable material for homemade plant pots, venturing outdoors to find natural materials to decorate them.

Foundation subjects	Geography		Would you prefer to live in a hot or cold place? <ul style="list-style-type: none"> introduce to the basic concept of climate zones and mapping out hot and cold places globally compare features in the North and South Poles and Kenya as well as in the local area learn the four compass points learn the names and location of the seven continents 		Why is our world wonderful? <ul style="list-style-type: none"> identify features and major characteristics of the UK learn about some of the amazing places in the world name the oceans and locating these on a world map consider what is unique about the natural habitats in their locality use fieldwork to investigate and present this. 	What's it like to live by the coast? <ul style="list-style-type: none"> name and locate continents and oceans of the world and revisit countries and cities of the UK and surrounding seas learn about the physical features of the Jurassic Coast and how humans have interacted with this over time, including land use, settlements and tourism 	
	History	How was school different in the past? <ul style="list-style-type: none"> find out that schools have been in the locality for a long time but they have not always been the same look for similarities and differences and use a range of sources enabling them to recognise some continuity between their lives and the past 		How did we fly in the past? <ul style="list-style-type: none"> develop knowledge of events beyond living memory reinforce chronological understanding by looking at significant events in the history of flight on a timeline learn about the individuals who contributed to the history of flight 		What is a monarch? <ul style="list-style-type: none"> find out the role of a monarch investigate how William the Conqueror became King and learn how he used castles to rule learn about different types of castles and how these evolved 	
	Computing		Computing systems and networks 1: What is a computer? <ul style="list-style-type: none"> Recognise the parts of a computer. Recognise how technology is controlled. Understand the role of computers. Programming 1: Algorithms and debugging <ul style="list-style-type: none"> Decompose a game to predict the algorithms that are used. Understand that computers can use algorithms to make predictions (machine learning). Understand what abstraction is. Understand what debugging is. 		Data Handling: International Space Station <ul style="list-style-type: none"> Locate features on an interactive map. Input data in a spreadsheet. Retrieve data from a spreadsheet. Online Safety <ul style="list-style-type: none"> Decide which information is safe to share online. Practise keeping information safe and private online. Recognise when to deny permission online. 		Online Safety <ul style="list-style-type: none"> Recognise that not everything online is true. Programming 2: Scratch Jr <ul style="list-style-type: none"> Explore a new application Create an animation. Use characters as buttons. Follow an algorithm. Plan and use code to create an algorithm.
	Art & Design	Craft and design: Map it out! <ul style="list-style-type: none"> respond to a design brief create a piece of art that represents their local area using a map as their stimulus learn three techniques for working creatively with materials evaluate their design ideas, choosing the best to meet the brief 		Painting and mixed media: Life in colour <ul style="list-style-type: none"> take inspiration from the collage work of artist Romare Bearden consolidate their knowledge of colour mixing and create textures in paint using different tools create their own painted paper in the style of Bearden use it in a collage, linked to a theme suited to their topic or classwork 		Sculpture and 3D: Clay houses <ul style="list-style-type: none"> develop ability to work with clay learn how to create simple thumb pots explore the work of sculptor Rachel Whiteread apply her ideas in a final piece that uses techniques such as cutting, shaping, joining and impressing into clay 	
	Design & Technology		Cooking and Nutrition: Balanced Diet Wraps (Aut 2) <ul style="list-style-type: none"> Design a healthy wrap based on a food combination that works well together. Use tools safely and techniques such as cutting, grating, snipping, and spreading. Slice food safely using the bridge or claw grip. Assemble ingredients into a product that meets a design brief. Taste test food combinations and final products. 		Mechanisms: Levers and linkages Moving animals (Spr 2) <ul style="list-style-type: none"> Name a range of objects that contain mechanisms. Know that a <i>lever</i> is something that turns on a <i>pivot</i> and a <i>linkage</i> mechanism is made up of a series of levers. Make linkages using card for levers and split pins for pivots. Experiment with linkages adjusting the widths, lengths and thicknesses of the card used. Design a moving animal for a specific user in accordance with design criteria. Evaluate own design against the design criteria. 		Mechanisms: Wheels and axles Trolley (Sum 2) <ul style="list-style-type: none"> Know that wheels and axles are mechanisms that allow movement. Explore different methods to attach wheels and axles to models. Follow a design brief and make drawings with labelled parts to communicate ideas. Use wheels, axles, and axle holders in their products to allow movement. Assemble own product using a range of joining techniques: glue, tape, hole punch. Make simple judgements about their product against the design criteria.
	PSHE	Family and relationships	Family and relationships	Health and wellbeing <ul style="list-style-type: none"> Growth mindset 	Safety and the changing body <ul style="list-style-type: none"> road safety; medicines 	Citizenship <ul style="list-style-type: none"> jobs within the local community 	Economic wellbeing

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	<ul style="list-style-type: none"> Different make up of families; friendship problems and how to resolve them 	<ul style="list-style-type: none"> Ways people show feelings; manners; change and loss <p>Health and wellbeing</p> <ul style="list-style-type: none"> Sugar in diet; exercise; staying healthy; relaxation strategies 	<p>Safety and the changing body</p> <ul style="list-style-type: none"> PANTS rule; body parts, including private parts; secrets and surprises; online safety 	<p>Citizenship</p> <ul style="list-style-type: none"> rules and 'laws'; democracy in school 	<p>Economic wellbeing</p> <ul style="list-style-type: none"> basic needs for survival; bank accounts; savings 	<ul style="list-style-type: none"> diversity in the workplace; earning money through working <p>Transition</p> <ul style="list-style-type: none"> change is part of life
PE	Teacher – Gymnastics YDP - Multi-skills	Teacher – Dance - seaside YDP – Football FUNdamentals	Teacher – Mini Muay Thai YDP – Ball skills	Teacher – Dance – Great Fire of London YDP – Ball skills	Teacher – jungle yoga YDP – Athletics	Teacher – OAA YDP – Sports day (multi skills)
Music	Call and response	Instruments	Singing	Contrasting dynamics	Structure	Pitch (Musical me)