

# Year 2 Curriculum Overview

## Spring 1

### English

**Text:** Vlad and The Great Fire of London

**Skills:**

- 2A sentences
- Good verb choices
- Adverbs
- Co-ordinating conjunctions.
- Subordinating conjunctions.
- Sentence types and punctuation.
- Use of first person.

### Science

**Unit:** Everyday Materials

**Key questions/ experiments:**

- Does the size and type of a paper make a paper aeroplane go farther?
- How are plastics made?
- How would you sort materials based on their properties?
- Which material would be best for wrapping Samuel Pepys' belongings to protect them from the fire?

### Mathematics

**Focus:** Multiplication & Division, Statistics, Geometry

**Objectives include:**

- Making equal groups using sharing and grouping
- Dividing by 2, 5 and 10
- Make tally charts
- Draw and interpret pictograms and block graphs
- Recognise 2D and 3D shapes
- Count the sides and vertices on 2D shapes
- Count the edges, vertices and faces of 3D shapes

### Humanities

**Unit:** The Great Fire of London

**Key Question:**

Who is blame and who helped in The Great Fire of London?

### Art/Design Technology

**Final Outcome/s:**

Create a fire-fighting vehicle using wheels and axles.

### Computing

**Unit:** We Are Photographers

**Program:** Picasa

**Overview:**

- Discuss what makes a good photo
- Learn how to use a camera
- Take and edit photographs

**E-Safety Unit:** Follow the Digital Trail

### PSHCE

**Unit:** Dreams & Goals

**Overview:**

- Goals to success
- My learning strengths
- Learning with others
- Celebrating our achievements

### Music

**Unit:** I Wanna Play in a Band

**Style:** Rock

**Key Skills:**

- Find the pulse in a piece of music.
- Name some instruments in a piece of music.
- Clap back and follow rhythms.
- Play an instrument accurately and in time

### Religious Education

**Unit:** Passover

**Religion:** Judaism

**Key Question:** How important is it to Jewish people to do what God is asking?

### PE

**Unit:** Gymnastics/Yoga

**Overview:**

- Perform gymnastics shapes and link them together
- Explore travelling actions, changing level and speed
- Explore apparatus
- Build sequences.

