

Highfield Year 2 Curriculum Map



	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
English	Narrative, letters, instructions, non - chronological writing, instructions, chronological writing		Non-chronological writing, narrative, poetry, story writing		Non-chronological, chronological, diary, poetry, recount	
Educational visits/speaker	Abbey House Museum – Victorian shopping workshop		York Railway Museum		Skipton Castle	
Science	Animals including humans Taking Care of ourselves; healthy diet, keeping fit	All living things and their habitats Our changing world and our habitat; why do they live in certain environments, what do they eat?	Use of every day materials Why different materials are used for different things Properties of materials		Plants, Seeds and growing What do plants need to grow and stay healthy?	Animals including humans How animals and people change over time
Computing On line safety	Difference between save and save as, resizing windows Some info can be public but some must be private	Word processing – highlight, arrange and move text.	Using a graphics package – creating pictures	Algorithm Programming Bee Bots Programming Probots	Scratch dressing up Creating algorithms	When to use Word When to use Publisher
History	Shops and shopping, Remembrance Day Comparing shopping today to shopping in the past		Vehicles through time Studying changes in transport through history and the impact of this on society Focus on developments made in train travel Learn about the engineer George Stevenson and the aviator Amelia Earhart		Castles and William The Conqueror Discover why castles were built Learn the different types of castles built over different historical periods Understand how castles defended themselves Learn about the role of a knight and heraldry	
Geography	Continents around the world Identifying continents and seas around the world Focus on the UK and New Zealand Atlas work		Maps/Plans and planning journeys Looking at different scales of maps and their symbols Interpreting and following maps		Skipton – maps and symbols Locating places in Yorkshire on maps Identifying important features	

			Using keys on maps			
Art	Sculpture Study the natural sculpture Andy Goldsworthy Create sculptures from natural materials found in the school grounds.		Portraits Study a range of famous portraits Learn about how to draw the proportions of a face and the features		Materials and changes to them Weaving with paper Weaving with wool	
DT Cooking and Nutrition	Eat more fruit and veg Design, make and evaluate a healthy fruit smoothie		Wheels and Axles Design and make a vehicle with a working axel		Winding mechanisms – castles Design and make a castle with a working pulley system for a drawbridge Medieval ginger biscuits	
RE	Myself and celebrations Remembrance day, Guru Nanak's birthday, Hannakah, advent the symbol of Christingles,		Stories, leaders and teachers What morals from different faiths and beliefs teach us What are the qualities of good leadership?		Belonging and beliefs Religious and non-religious symbols and badges which show belonging Inside different religious places of worship	
PHSCE	Mindmate: celebrating strengths and setting goals, right and wrong, perseverance Being safe indoors and outdoors		Boys and girls, families: lifecycles, caring for each other Medicines and me: Understand that different medicines have different purposes. Know the rules for keeping safe with medicines		Friendship: what makes a good friend, how to be a good friend What keeps me healthy?	
PE	Floor movement static balance Throwing and catching – inventing games	Dynamic balance Static balance Parts high – parts low	Dynamic balance static balance Transport and trains dance	Ball skills Counter balance Turning, spinning and twisting	Co-ordination with equipment Reaction and response Athletics	Static balance Ball chasing Dribbling, kicking and hitting
Music	Exploring duration, sounds pulse and pitch in musical pieces and explore using percussion instruments Learn and perform songs for the Christmas play		Composition – Trains Listen to Rossini's William Tell's Overture, identify instruments used to create effect Understand how symbols can be used to represent sounds and describe changing sounds		Exploring instruments and symbols Exploring timbre, tempo and dynamics	
Mathematics	<ul style="list-style-type: none"> Count in steps of 2, 3 and 5 from 0. Count in tens from any number forward and backward. Recognise the place value of each digit in a two-digit number (tens,ones) Identify, represent and estimate numbers using different representations, including the number line. Compare and order numbers from) up to 100; use <, > and = signs. Read and write numbers to at least 100 in numerals and words. Use place value and number facts to solve problems.. Solve problems with addition and subtraction: using objects and pictorial representations, including those involving numbers, quantities and 					

measures and to apply increasing knowledge of mental and written methods.

- Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100.
- Add and subtract numbers using objects, pictorial representations and mentally including:
 - a two-digit number and ones
 - a two-digit number and tens.
 - two two-digit numbers
 - adding 3 one digit numbers
- Show that addition of two numbers can be done in any order and subtraction of one number from another can not.
- Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.

- Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables including recognising odd and even numbers.
- Calculate mathematical statements for multiplication and division and write them using the appropriate signs.
- Show that multiplication of two numbers can be done in any order and division of one number by another can not.
- Solve problems involving multiplication and division using materials, arrays, repeated addition, mental methods, and multiplication and division facts.
- 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.
- Write simple fractions ($\frac{1}{2}$ of 6=3)

- 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 with appropriate equipment.
 - Compare and order length, mass, volume/capacity and record using <,>.
 - Recognise and use symbols for pounds and pence; combine amounts to make a particular value.
 - Find different combinations of coins that equal the same amount of money.
 - Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change.
 - Compare and sequence intervals of time.
 - Tell and write the time to the quarter hour. Draw hands on a clock face to show these.
 - Know the number of minutes in an hour and hours in a day.

- Identify and describe the properties of 2D shapes including number of sides and line of symmetry.
- Identify and describe the properties of 3D shapes including number of edges, vertices and faces.
- Identify 2D shapes on the surface of 3D shapes
- Compare and sort common 2D and 3D shapes and everyday objects.
- Order and arrange combinations of mathematical objects in patterns and sequence.
- 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.
- Interpret and construct simple pictograms, tally charts, block diagrams and simple tables.
- Ask and answer questions by counting the number of objects in each category and sorting the categories by quantity.

	<ul style="list-style-type: none">Ask and answer questions about totalling and comparing categorical data.		
End of Topic Piece	Harvest Christmas	vehicles	castles