

Highfield Year 2 Curriculum Map



	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
English	Narrative, poetry, letters, instructions, non - chronological writing, recipes, chronological writing		Non-chronological writing, instructions/labelling, letters, narrative, poetry, story writing		Non-chronological, chronological, instructions, poetry, recount	
Educational visits/speaker	Abbey House Museum – Victorian shopping workshop		York Railway Museum		Skipton Castle	
Science	Animals including humans “Taking Care”	All living things and their habitats “Our changing world and our habitat”	Use of every day materials		Plants “The Apprentice Gardener” Cooking/cooking English vegetables grown in the allotment	Animals including humans “Growing up”
Computing	Difference between save and save as, resizing windows	Word processing – highlight and move text, bold, italic, underline Hector’s World 1	Using a graphics package – creating pictures Hector’s World 2	Brushing your teeth algorithm Human Crane Programming Bee Bots Hector’s World 3	When to use Word, Publisher Hector’s World 4	Programming Probots Scratch dressing up Hector’s World 5
E - safety	Some info can be public but some must be private					
History	Shops and shopping, Guy Fawkes, Remembrance Day		Vehicles through time, George Stevenson		Castles and William The Conqueror	
Geography	Food around the world		Maps/Plans and planning journeys		Skipton	
Art	Andy Goldsworthy Sculpture		Portraits		Materials and changes to them	
DT	Eat more fruit and veg		Wheels and Axles		Winding mechanisms	
Cooking and Nutrition	Working with different food groups, making food from different countries		Melting chocolate to make Easter Nests		Unleavened bread Medieval Feast	
RE	Myself and celebrations		Stories, leaders and teachers		Belonging and beliefs	

PHSCE	Myself and others Friends		My world near and far Looking after money		Keeping the body healthy Drugs around the house	
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, exploring sounds		Pulse and pitch		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: <ul style="list-style-type: none"> -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, arras, 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 five minutes, including quarter past/to the hour and draw hands on a clock face to show these.
- Know the number of minutes in a 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 combination s 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 ad 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.
- Ask and answer questions about totalling and comparing categorical data.

End of Topic Piece	Harvest Christmas	vehicles	castles
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