

# Townsend Primary School - Year 2 Curriculum Map

KS1	Autumn(1)	Autumn (2)	Spring (1)	Spring (2)	Summer (1)	Summer (2)
<b>English</b>	The Gigantic Turnip (narrative writing)  The Great Fire of London (explanation/ recount writing)	The Great Fire of London (continued) (explanation/ recount writing)  Owl Babies (setting descriptions/ narrative)	Not Now Bernard (character description and narrative writing)	Not Now Bernard (continued) (character description and narrative writing)  Woodland Nocturnal Animal report (non fiction writing)	Pea and the Princess (character descriptions, diary entries, letter writing)	How to train your Dragon? (narrative writing)
<b>Maths</b>	<b>Number</b> (Number and place value) <b>Number</b> (Addition) <b>Number</b> (Subtraction) <b>Number/ Geometry</b> (Addition and Subtraction facts 2 days) (Properties of shape) (2D) (3 days) <b>Number</b> (Multiplication) <b>Measurement</b> (Length) <b>Number</b> (Division)	<b>Number</b> (Fractions) <b>Measurement</b> (Time) <b>Measurement</b> (Length) <b>Number/ Statistics</b> Addition and Subtraction (2 days) (Data handling) (3 days) <b>Measurement</b> (Money) <b>Geometry</b> (Properties of 2D shapes. Properties of 3D shapes)	<b>Number</b> (Number and place value) <b>Number</b> (Addition and Subtraction) <b>Measurement</b> (Mass) <b>Number</b> (Multiplication) <b>Number</b> (Division) <b>Number</b> (Fractions) <b>Geometry</b> (Properties of 2d shapes) (3 days) (Properties of 3d shapes) (3 days)	<b>Statistics/ Number</b> (Data handling 3 days) (Addition 2 days) <b>Measurement/ Geometry</b> (Time 3 days) (Position and direction 2 days) <b>Measurement</b> (Capacity) (3 days) Temperature) (2days) <b>Measurement</b> Money	<b>Number</b> (Number and place value) <b>Number</b> (Multiplication and Division) <b>Number</b> (Addition & Subtraction) <b>Number</b> (Addition & Subtraction – solving problems) <b>Measurement</b> (Length)	<b>Statistics</b> (Data handling) <b>Number</b> (Addition and subtraction) <b>Geometry</b> (Properties of Shape & Position and Direction) <b>Number</b> (Fractions) <b>Measurement/ Geometry</b> (Time 3 days) (Position and Direction 2 days) <b>Measurement</b> (Money)
<b>Science</b>	Animals including humans <b>Scientific skill: asking simple questions and recognising that they can be answered in different ways</b>	Animals including humans (continued) <b>Scientific skill: asking simple questions and recognising that they can be answered in different ways</b>  Use of everyday materials <b>Scientific skill: identifying and classifying</b>	Living things and their habitats <b>Scientific skill: gathering and recording data to help in answering questions</b>	Plants 1 (in the local environment) <b>Scientific skill: -gathering and recording data to help in answering questions - observing closely, using simple equipment</b>	SATs GAP	Plants 2 (in the local environment) <b>Scientific skill: -gathering and recording data to help in answering questions - observing closely, using simple equipment</b>
<b>Art &amp; Design</b>	Drawing/ Colour mixing		Giuseppe Arcimboldo		Super Sculptures	
<b>DT</b>		Christmas Decorations		Sewing		Design and make a board game
<b>Geography</b>		At the Farm		Let's go on Safari		My World and Me
<b>History</b>	Great Fire of London		Florence Nightingale and Mary Seacole		What were seaside holiday like in the past?	
<b>Cross Curr ICT</b>	<b>Digital Research (History)</b> Use LGfL Talking Stories GFOL Digital Book to find information	<b>Digital Publication (DT)</b> Use Purple Mash Christmas topic to make cards, decorations etc	<b>Digital Publication (English)</b> Use Purple Mash All About Me topic to create emotion faces paintings	<b>Digital Data (Science/Maths)</b> Use 2Count to record how many different types of plants/trees you find in the local area	<b>Digital Media (DT)</b> Take digital photos of sculptures at different stages – use 2Create a Story to record process	<b>Digital Research (Geography)</b> Use Google Maps to explore local area with street view
<b>Computing</b>	<b>Using Technology Safely</b> • Communicating Online • Personal Information • Staying Safe/Getting Help	<b>Coding and Programming</b> • Algorithms and Decomposition • Programming on screen • Sequence, Repetition, Selection • De-bugging	<b>Computer Games</b> • Playing and analysing games • Creating computer games • Identifying/correcting errors • Problem solving/improvement	<b>Real World Technology</b> • Networks and the Internet • Real world control systems • Impact of tech on society • Robots and sensors	<b>Coding and Programming</b> • Algorithms and Decomposition • Programming on screen • Sequence, Repetition, Selection • De-bugging	<b>Using Technology Safely</b> • Social Networking • Being Responsible • Reporting Concerns
<b>Languages</b>	Spanish – My Free Time		Spanish – What I like to eat		Spanish – I love stories	
<b>Music</b>	No Music		No Music		Southwark Music Service	
<b>PE</b>	<b>Football</b> <b>REAL PE (Unit 1)</b>	<b>Gymnastics / Dance</b> <b>REAL PE (Unit 2)</b>	<b>Hockey</b> <b>REAL PE (Unit 3)</b>	<b>Games (team building)</b> <b>REAL PE (Unit 4)</b>	<b>Athletics</b> <b>REAL PE (Unit 5)</b>	<b>Games (co-op games)</b> <b>REAL PE (Unit 6)</b>
<b>PHSE</b>	PATHS Programme – Establishing a positive classroom environment and Introduction to feelings		PATHS Programme		PATHS Programme	
<b>RE</b>	Where does the world come from and how should we look after it?	What does it mean to say sorry?	What special stories are told at Easter about God?	Why are different books special for different people?	SATs GAP	How does special food and fasting help people in their faith?