

East Stanley School
Year 2 Overview

		Autumn Term	Spring Term	Summer Term
		Animals	Exploring	Holidays
Reading	Word reading	Phonic programme e.g. Letters and Sounds		
	Comprehension	Texts include: poetry (contemporary and classic), traditional stories, fairy stories, nonfiction texts (NC p 28)		
Writing	Transcription	Phonics / Spelling programme (NC Appendix 1)		
	Composition	Writing : Narratives about personal experiences and those of others (real and fictional) about real events; poetry and for different purposes (NC p 31)		
	VGP	NC Appendix 2		
Speaking & Listening				
Maths		Number and Place Value, Addition and Subtraction, Multiplication and Division, Fractions, Measures, Geometry: properties of shape. Geometry: position, direction and motion Statistics	Number and Place Value, Addition and Subtraction, Multiplication and Division, Fractions, Measures, Geometry: properties of shape. Geometry: position, direction and motion Statistics	Number and Place Value, Addition and Subtraction, Multiplication and Division, Fractions, Measures, Geometry: properties of shape. Geometry: position, direction and motion Statistics
Science		Animals Including humans	Uses of Everyday Materials	Plants(growth and health) Living Things and Habitats (habitats and food chains)
Working scientifically - on-going across the year				
Computing		Computer Science: understand that algorithms are implemented as programs on digital devices Make routes using precise instructions Debug simple programs Digital Literacy: IT: Databases	Computer Science: understand that algorithms are implemented as programs on digital devices Digital Literacy IT - use technology purposely to organise & manipulate digital content	Computer Science: use logical reasoning to predict the behaviour of simple programs Digital literacy: Use technology safely IT: use technology purposely to manipulate digital content
History		Events from beyond living memory <ul style="list-style-type: none"> Who was here before me? 	Lives of significant individuals <ul style="list-style-type: none"> national/international, possible comparison of aspects of life – Who made history? 	Changes within living memory and events beyond living memory <ul style="list-style-type: none"> Happy holidays now and then!
Geography		Geographical skills and fieldwork <ul style="list-style-type: none"> opportunities to use simple compass directions and simple maps 	Human and physical geography <ul style="list-style-type: none"> exploring hot and cold areas (Equator, North & South Poles.) Locational Knowledge <ul style="list-style-type: none"> 7 continents and 5 oceans 	Place knowledge <ul style="list-style-type: none"> holidays in the UK and non-European country (e.g. Kenya). Focus on similarities and differences
Geographical skills and fieldwork - on going across the year				
D.T.		Textiles <ul style="list-style-type: none"> make an animal puppet 	Mechanism <ul style="list-style-type: none"> make a vehicle with wheels - based on exploring 	Structure <ul style="list-style-type: none"> design and make a miniature garden/seaside
Art & Design		Sculpture and painting <ul style="list-style-type: none"> 2D & 3D animals Artists	Printing <ul style="list-style-type: none"> linked to exploration Drawing <ul style="list-style-type: none"> texture and line 	Drawing and painting <ul style="list-style-type: none"> plants Collage <ul style="list-style-type: none"> based on a sea-scape
Music		Listening and Singing <ul style="list-style-type: none"> Animal songs and rhymes using descriptive language. Animal word-rhythm grids Experimenting with Sounds <ul style="list-style-type: none"> Descriptive weather sequences: using sounds to represent ideas: I hear thunder. 	Listening and Singing <ul style="list-style-type: none"> travelling songs - adapted; Wheels on Bus / train...Jungle trail, movement and actions/ pulse and rhythm Listening and responding <ul style="list-style-type: none"> music representing The Sea and Space', creating musical structures 	Listening and Experimenting with Sound - world music/songs and dances. <ul style="list-style-type: none"> Junk Percussion Band? Africa- drumming S. America - Samba Asia - tuned pentatonic chimes etc.
Music Education Hub: KS1 Programme Opportunities e.g. 'Little Fingers' - integration on curriculum delivery (Durham Music Service)				
PE		<ul style="list-style-type: none"> Games & Gymnastics Games & Dance 	<ul style="list-style-type: none"> Dance & Gymnastics Games & Gymnastics 	<ul style="list-style-type: none"> Games & Dance Athletics
Statutory subject in all year groups. Curriculum must be based on Durham Agreed Syllabus 2012 for all maintained schools		What can we learn about Christianity from visiting a church?	Why is Jesus special to Christians?	What can we find out about Buddha?
		Why are gifts given at Christmas?	What is the Easter story?	
		Why is the Bible special to Christians?	What does it mean to belong in Christianity?	How do Buddhists show their beliefs?
		What can we learn from the story of St Cuthbert	How do Christians celebrate Easter?	
		How and why is light important at Christmas?		

2	<p>Computer Science: Understand that algorithms are implemented as programs on digital devices</p> <ul style="list-style-type: none"> ○ send Beebot to match animal cards/ identify families of animals ○ make routes using precise instructions - animals/ weather symbols/ oceans continents - using sets of arrow cards to make instructions ○ Debug simple programs - did it reach the right place? Use of Probot for more complex instructions and programs <p>Digital Literacy: Use technology safely</p> <ul style="list-style-type: none"> ○ SWGFL website - Staying safe online - choosing appropriate websites. ○ Leaving a digital trail/footprint <p>IT: Database</p> <ul style="list-style-type: none"> ○ Branching database/database sorting and identifying animals 	<p>Computer Science Understand that algorithms are implemented as programs on digital devices</p> <ul style="list-style-type: none"> ○ use of programming ○ IPAD apps - Catos Hike Hopscotch ALEX- Using direction / map symbols (G) –treasuremap <p>Digital Literacy: Use technology respectfully</p> <ul style="list-style-type: none"> ○ Cyberbullying - using technology respectfully. ○ Effective searching <p>IT: Use technology purposely to organise & manipulate digital content</p> <ul style="list-style-type: none"> ○ Database of solids / liquids and gases. ○ Publisher/WP Advert for a job as an explorer/astronaut/- poster to advertise job. ○ Hot seating as e.g. Christopher Columbus/Neil Armstrong - use easispeaks to prepare - video to record 	<p>Computer Science: Use logical reasoning to predict the behaviour of simple programs</p> <ul style="list-style-type: none"> ○ Use food chain pictures/ geographical features/holiday pictures - predict sets of instructions - did it reach the correct place? If not debug. ○ Use of Probot for more complex instructions and programs <p>Digital Literacy: Use technology safely</p> <ul style="list-style-type: none"> ○ Hectors World safety button - who to tell? ○ Privacy <p>IT: Use technology purposely to manipulate digital content</p> <ul style="list-style-type: none"> ○ WP - nonfiction texts / posters / information leaflets – habitats ○ Publisher/PowerPoint ○ photo story physical geography/ memories
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