



Year 2 Curriculum



	<u>Block 1</u>	<u>Block 2</u>	<u>Block 3</u>	<u>Block 4</u>	<u>Block 5</u>	<u>Block 6</u>
Science	Living in habitats	Exploring everyday materials	Growth and survival	Growing plants	Scientists and inventors	Staying healthy
History		Florence Nightingale		Great Fire of London		What were sea side holidays like in the past?
Geography	At the farm		Let's go on safari		My world and me	
Art	Collage	Drawing	Painting	Printing	Textiles	3D art
DT		Sewing		Vehicles		Sandwiches
PSHE (Highlight any British Values)	Relationships - VIPs	Relationships – Digital wellbeing	Living in the wider world - Money matters	Living in the wider world – Diverse Britain	Health and wellbeing – Think positive	Health and wellbeing – Growing up
R.E.	1.4What is the good news Christians believe Jesus brings? Part 1 Unit13	1.4What is the good news Christians believe Jesus brings? Part 2 Unit 14	1.6 Who is a Muslim and how do they live? Part 1 Unit 15	1.5 Why does Easter matter to Christians? Unit 16	1.6 Who is a Muslim and how do they live? Part 2 Unit 17	1.8 What makes some places sacred to believers? Unit 18
Computing	Computing systems and networks - Information technology around us	Creating media – digital photography	Programming – Robot algorithms	Data and information – pictograms	Creating media – digital music	Programming – Quizzes
PE: Indoor	Gym – landscapes and cityscapes	Gym: gunpowder plot	Circuit training	Dance – plants	Under the sea	Dance – toys
PE: Outdoor	Throwing and catching	Invasion games	Attacking and defending	Bat and ball games	Sending and receiving – target games	Athletics
Music	Pulse	Voice	Rhythm	Pitch	Music technology	20 th Century Music