

Long term curriculum map Year 2

2017-2018

YEAR 2	Autumn1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Theme/Title	The Pig issue	Remarkable Robots Christmas and Guy Fawkes	Amazing Aliens	Wacky Races	The Mad Hatters Tea party	Circle of Life
What are our key enquiry questions ?	Which materials would be best for building s house? Why should the pigs forgive the wolf?	Why did people support Guy Fawkes?	How would you feel if you lived in space? Why?	Which is your favourite mode of transport and why? What materials could you make a wheel out of?	Who would you invite to a tea party and why?	What characteristics does a good TV reporter need? Why?
Hooks – How will we engage the children in a fun way?	Letter form 3 pigs asking for advice on where to move to Story making story changing the ending	Winnie and the big bad robot. Winnie phones asking for help to fix robot Make large robots	Space Day Space dome	Watching wacky races clips Wheels day	Footprints and large invite	Cbbc new program Deadly 60
How will we celebrate our learning? Who will we share this with? Will we be experts, performers? (Outcomes)	Shoe box Somerford Tourist information?	Share their robots with Year One and reception children	Alien day	Somerford Wacky race	Tea Party	Moors Valley Video of new TV program
As writers we will: (Cross curricular)	Letters Story making Tourist leaflets	Science investigations Lists Instructions	Information Stories Character profiles	Information booklets research skills	Invitations Menus	Report writing Information research writing Scripts
As mathematicians we will: (Cross curricular)	Data handling Shape Measure	Weight Robot function machines				

<p>As scientist we will: (NC link)</p>	<p>Doubling and halving</p> <p>Science - uses of everyday materials - observe closely and record observations Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses Which would be the best material to make a book shelf .</p> <p>Pupils should identify and discuss the uses of different everyday materials so that they become familiar with how some materials are used for more than one thing (metal can be used for coins, cans, cars and table legs; wood can be used for matches, floors, and telegraph poles) or different materials are used for the same thing (spoons can be made from plastic, wood, metal, but not normally from glass).</p>	<p>Science - uses of everyday materials - observe closely and record observations Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses Which would be the best material to keep the robot warm</p> <p>Changing materials Robot Ice egg investigation</p>	<p>Science: changing materials Gool! Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching</p>	<p>Science Scientific investigations e.g. do bigger wheels make cars go further ? How can we slow cars down? Ramp investigations</p>	<p>Science - plants and growing investigations. Compare and record accurately. Name plants. Investigate - does it matter which liquid you water seeds with? Investigate - Time for tea - there is still sugar in the bottom of the mug. Miss Hyde thinks it did not get stirred/ Mrs Cook thinks the tea was cold / The mad hatter thinks that the sugar always stays in the bottom of the mug. What else could you mix with water ? What else dissolves in water? Eating our 5 a day to keep us healthy</p>	<p>Science - basic needs of animals and offspring -link to our local area. Living things and their habitats. Survival Habitats Look at life cycles and habitats/micro habitats and conditions needed in habitats to stay alive. Look at how some creatures change and some metamorphosis as they grow Food chains Habitats</p>
<p>As geographers we</p>	<p>Geography - Where in the world are we ? local area/</p>		<p>Geography - around the world /- name and</p>			<p>Geography - compare a local area to a non</p>

<p>will: (NC link)</p>	<p>geographical language use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key • use simple fieldwork and observational Outdoor learning - shelter building</p>		<p>locate the worlds continents and oceans , equator . use maps and globes/ aerial photographs</p> <p>(tell the aliens about our world) global warming Compass directions</p>			<p>European area. Habitats/weather etc</p>
<p>As historians we will: (NC link)</p>		<p>Guy Fawkes (mini topic)</p> <p>Significant historical figures and key events</p> <p>~</p>	<p>History of Space travel -Neil Armstrong differences in space travel Tim Peake</p> <p>Significant historical figures and key events</p>	<p>History - mini topic - how transport has changed in our local area (pack available on History Association website) Link with Red House</p>		
<p>As artist we will: (NC link)</p>	<p>Sketching Develop techniques of drawing. Develop techniques of colour, pattern, texture, line, shape</p>		<p>Art - painting skills (see progression document) Landscapes</p>		<p>Art - printing - create plasticine printing block Tables cloths Food people - printing with food (link to archimboldo/ cezanne still life)</p>	

As creators we will (D+T)		Lever and pulleys Making a moving 2d robot		D+T - plan and make a vehicle to complete in the wacky races - wheels and axles Evaluate existing products and own ideas and improve	D+T Plan and make a Puppets (sewing) make templates and mock ups texture and collage . Use finishing techniques from art and design.	
ICT (NC link)				Power point presentations (link history)		Create a video program
Music (NC link)	Music Express	Music Express	Music Express	Music Express	Music Express	Music Express
RE (NC link)						
PSHE	Jigsaw	Jigsaw	Jigsaw	Jigsaw	Jigsaw	Jigsaw

Cooking		Jam tarts		Edible tea cups Cup cakes		
Enrichment Visitors Trips	Local Area walk		Space Dome or visit the Winchester science intech			Moors Valley