



# Year 2

## Curriculum Map

### Spring Term

# 2023

believe  
achieve  
succeed

## Maths

### Unit 1: Money

Children will learn the value of British coins and notes, practise making amounts of money and calculating with money.

### Unit 2: Multiplication & Division

Children will recognise equal groups and make these by grouping and sharing with practical equipment and arrays.

### Unit 3: Length & Height

Children will learn to measure in centimetres and metres, compare, order and calculate with measurements.

### Unit 4: Mass, Capacity & Temperature

Children will measure in millilitres, litres, grams, kilograms and degrees celsius and compare and calculate with these.

**Times tables:** 2's, 5's and 10's

## English

**Writing:** Children will explore letter writing using the stimulus of the book *'The Day the Crayons Quit'* and non-chronological reports based on our History topic of 'How we learnt to fly'. Children will also write setting descriptions and narratives in response to exploring books about the African Savannah.

**Reading:** Children will continue to read 3 times a week during guided reading sessions with a focus on decoding, prosody and comprehension and begin to read more accelerated reader books from the library.

**Grammar:** Children will continue to develop their use of nouns, adjectives, verbs and adverbs whilst learning new conjunctions, and different writing techniques for non-fiction texts.

**Handwriting:** In Spring 1, children will be learning how to correctly form letters from the robot family including k, b, p and r. In Spring 2, we will be focussing on letters from the caterpillar family including c, a, d, e, s and g.

**Spellings:** Following the Little Wandle Bridge to Spelling scheme, Children will learn how to apply their phonics skills to newly learn spelling rules to spell with increasing accuracy and confidence.

## Art & Design

### Technology

**Art - Painting and Mixed Media** Children will learn about primary and secondary colours, colour mixing and textures.

### DT - Mechanisms - Fairground Wheel

Children will design, plan, build and test a fairground wheel structure.

## Science

**Animal including humans - Growth** Children will learn about the basic needs of animals and humans and the importance of hygiene, exercise and different foods.

**Living things and their Habitats** Children will explore the plants and animals within a habitat and create food chains.

## Music

**Dynamics, timbre, tempo and motifs** Children will create sounds with their voices and instruments and create motifs.

**West African call and response song** Using the theme of animals, children will use instruments to compose a call and response composition in a group.

## History

### How did we learn to fly?

Children will learn about how flight has developed over the years. They will learn about the significance of events to do with flight such as 'The Moon Landing' and about significant individuals and their lives such as Bessie Coleman and Amelia Earhart.

## Religious Education

**How important is your name?** Children will learn about naming ceremonies and what their name means.

**What is so important to Christians about Holy week and Easter?** Children will learn about the Easter story and why it is one of the most important festivals.

## Learning for Life

### Safety and the changing body

Children will learn about how to use the internet, roads and medicine safely. They will also learn about personal boundaries, secrets and appropriate contact. This includes privacy, safe and unsafe touch and naming body parts,

## Geography

### Why is our world wonderful?

Children will learn about some of the UK's features and landmarks and the world's most amazing places and oceans. They will also explore our local area in more detail and identify the importance of looking after our world's natural habitats.

## PE

**Games** - Children will develop ball control, including dribbling, aiming and passing skills.

**Gymnastics** - Children will explore breathing, balances and stretches through Yoga.

**Dance** - Children will perform solo and partner dances using simple movement patterns.

## Computing

**Programming- Introduction to Quizzes** Using Scratch Jr, children will program sequences to create an animated quiz.

**Creating media - Making music** Using percussion instruments and digital tools, children will create patterns and rhythms based on movements of animals.