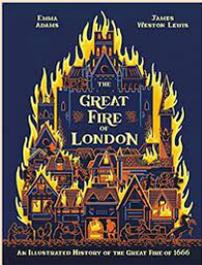
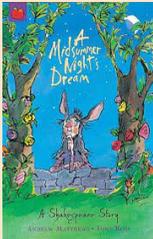
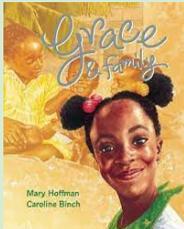
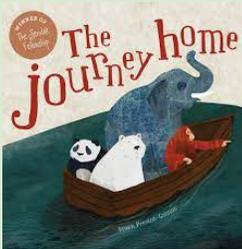
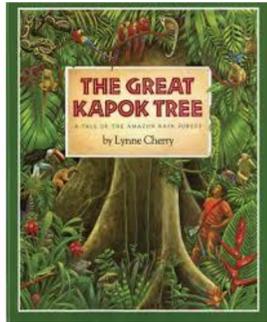
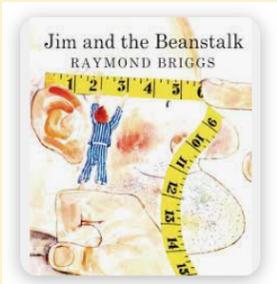


YEAR 2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Core Text(s)						
School Value	<b>Collaboration</b>	<b>Community</b>	<b>Resilience</b>	<b>Respect</b>	<b>Kindness</b>	<b>Aspiration</b>
Showcase	Class diary to show to other class	Y2 Winter Performance	DT Day - Waterproof hats	Wear It Wild Day	News reports on the Amazon Rainforest	Own class books of Jim and the Beanstalk re-write
Writing Genres	Diary entry Information Text (What was life like in 1666?)	Chronological Report (Recount of Event/ Trip) Setting description Instructions	Chronological Report (Recount of Event/ Trip) Information Text (What is life like in Gambia?) 3 Point Narrative	Persuasive letter Information Text (Animal Fact file)	News report Amazon Fact File	3 Point Narrative (Original Plot) Poem
Science	*Living things and their habitats	Revisit: living things and their habitats.	Uses of everyday material	Animals, including humans	Plants	Revisit: plants, animals, inc humans
<i>Disciplinary Skills</i>	Identifying and classifying Observation				Using their observations and ideas to suggest answers to questions	

Art and Design	Drawing Block A <i>Evoke mood and represent movement through mark making</i>	//	Painting Block B <i>Explore line, colour and shape, make own painting tools and develop colour mixing skills to inc secondary colours</i>	Printmaking Block C <i>Create repeated patterns with positive and negative space Print using natural objects as a stimulus</i>	Textiles and college Block D <i>Explore dip dye technique Use relief and block printing techniques on fabric Create work focussing on pattern, line and colour using mixed media</i>	3D Block E <i>Take inspiration from the designs of indigenous art Create 3D sculptures using paper and cardboard</i>
Computing	<a href="#">Computing systems and networks – IT around us</a>	<a href="#">Creating media – Digital photography</a>	<a href="#">Creating media – Making music</a>	<a href="#">Data and information – Grouping data</a>	<a href="#">Programming A – Moving a robot</a>	<a href="#">Programming B – Introduction to animation</a>
DT	Textiles Block A <i>Exploring shape using a template How can you repurpose an item of clothing?</i>	//	Mechanisms Block C <i>Axels and big wheels Are bigger wheels always better?</i>	Materials Block D* <i>Manipulating materials How can you waterproof a hat?</i>	Food and Nutrition Block E <i>Processed food How healthy is your food?</i>	Structures Block F <i>Developing strength in structures How strong is a piece of paper?</i>
Geography	Human and physical features	//	Study human and physical geography of a small area of United Kingdom, and of a contrasting non-european country- <b>Gambia</b>	//	Study human and physical geography of a small area of United Kingdom, and of a contrasting non-european country- <b>Yanomami</b>	Fieldwork and map skills
<i>Disciplinary Skills</i>	Human and Physical features		Scale and connection		Culture and diversity (Uniqueness)	
History	Events beyond living memory (Great Fire of London)	//	//	Significant historical events, people, places in our locality	Revisit: Events beyond living memory	//
<i>Disciplinary Skills</i>	Chronology Significance			Cause & consequence	Evidence	

				Similarity and difference	Similarity and difference	
Music	Specialist Music Teacher					
PE	Multi-Skills	Gymnastics	Invasion Games - Dribbling and Passing with feet	Net Games	Invasion Games - Throwing and Catching	Athletics
PSHE	Family and Relationships	Health and Wellbeing	Safety and the changing body	Citizenship	Economic Wellbeing	Relationships and Health - Christopher Winter Project
RE	Who were the people of the Old Testament?	What religious festivals take place in our community?	What is the meaning of Christmas?	What is the meaning of Easter?	What is the Qur'an?	What is Muhammad so important?
Memorable Experiences e.g. trips, visitors	Local park	The Albany	Science Museum	Surrey Docks Farm	Horiman museum (Amazon Rainforest workshop)	Brockwell Park Greenhouses