

Curriculum Overview 2024-25 <u>Autumn 2nd Half Term</u> Year 2



	28.10.24	04.11.24	11.11.24	18.11.24	25.11.24	02.12.24	09.12.24	16.12.24
Key Events							Nativity	Christmas
Focus weeks								
Room of Wonders/ Trip/ Visitor						Theatre Trip to The Dukes.		
English	Narrative/Non-fiction Winter Sleep Christmas Poetry							
Maths	Addition and Subtraction	Sh	ape	Multiplication	n and Division	Fract	Consolidation	
RE		Why was the birth of Jesus such good news?						
		How is good news delivered? Who passes on good news?	Why was the birth of Jesus good news? Why is this news important?	What difference did it make to the world? How did the good news spread further?	How is this good news celebrated today? The news is very old, how can it still be good news?	What do angels do? What do angels look like?		
PSHE		KIDSAFE Building trust and introduction of feelings (sad, scared and worried)	KIDSAFE Bullying, saying 'NO' and trusted adults	KIDSAFE Computer/internet safety and age ratings	KIDSAFE Keeping our body and our private places safe and children's rules to help with this	KIDSAFE Parent/carers arguing and end of course evaluation	KIDSAFE Recap Mental health, FP1 Re-cap and reinforcing the KidSafe messages	
Science	Do we all eat the same food?	How can we keep clean?	How can we stop germs from spreading?	What do plants look like in Autumn?	What have I learnt about animals including Humans?			
Geography			What are the main features of Africa and Asia?	What are the main features of Australasia and Europe?	What are the main features of Antarcica?	What are the main oceans of the world and where are they?		
History		Significant Individuals – Who was Learie Constantine and				·		



Year 2 ___ Curriculum Overview 2024-25

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	what is he remembered for?								
Art &	101101100100101			Christmas Craft	Christmas	Christmas			
Design				011118	Cards	Calendars			
D&T									
Music	Dimensions of music, texture and rhythm Exploring musical instruments Christmas production songs								
Computing	iSearch								
MFL									
PE	Gymnastics To demonstrate a travel and pencil roll To show a jump 2 feet to 2 feet with a straight shape Self-belief - To focus on what I can do to improve.	Gymnastics To demonstrate travelling actions i.e. frog & bunny hop. To show an egg roll To show a jump 2 feet to 2 feet with a tuck shape. Self-belief - To focus on what I can do to improve.	Gymnastics To demonstrate travelling actions To show a travel and roll with a shape To jump 2 feet to 2 feet with a wide shape Self-belief - To know that I can learn new things and improve if I try.	Gymnastics To apply the skills of travelling, rolling, jumping into a sequence. Concentration - To focus on the task of creating a sequence of a travel, roll and jump with a shape.	Gymnastics To apply the skills of travelling, rolling, and jumping into a sequence with two different shapes. Concentration - To focus on the task of creating a sequence of a travel, roll and jumps with two different shapes.	Gymnastics To show the skills of travelling, rolling, and jumping into a sequence with two different shapes using apparatus. Concentration - To focus on the task of creating and performing a sequence with control.			
	Invasion Games To demonstrate bouncing a ball with some control. Resilience – To improve my performance in bouncing a ball and not worry about what other people can do.	Invasion Games To demonstrate bouncing a ball with some control while moving. Resilience - To persevere and try to improve dribbling a ball through sustained effort.	Invasion Games To demonstrate bouncing a ball and passing in a simple game. Resilience - To willingly have a go at dribbling a ball and persevere when things get hard.	Invasion Games To demonstrate throwing a ball at a target with some accuracy. Resilience - To learn from my mistakes and ask for feedback so that I can improve.	Invasion Games To demonstrate passing a ball with accuracy then move into a space. To use a simple tactic in a game Resilience - To keep trying in a game even if things aren't working.	Invasion Games To show a simple tactic in a game. Resilience - To keep trying in a game even if things aren't working.			



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