



# Year 2 Curriculum Overview 2023-24

## Summer 2nd Half Term

	03.06.24	10.06.24	17.06.24	24.06.24	01.07.24	08.07.24	15.07.24
<b>Key Events</b>		STEM day – 13.06.24 Sports Day – 14/06/24		Y2 SATs week			
<b>Focus weeks</b>	Art		DT		History		
<b>Room of Wonders/ Trip/ Visitor</b>					02/07/24 – Class trip- Lancaster Climbing Wall		
<b>English</b>	Fiction – Mudpuddle Farm			Poetry – Seaside			
<b>Maths</b>	Statistics		Time		3D shape		
<b>RE</b>	What do you see in church?	What makes a place holy/sacred?	Why is church a special place?		Why/when do people go to church?	Why is the church a holy place for Christians?	Why do people of faith have special buildings where they gather to worship?
<b>PSHE</b>	Transition – Well being						
<b>Science</b>							



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<b>Geography</b>					
<b>History</b>			<b>Seaside Holidays</b>  What was going to the seaside like 100 years ago?  What kind of things did people do at the seaside 100 years ago?  How do we know what seaside holidays were like 100 years ago?	<b>Seaside Holidays</b>  Do we go to the seaside for the same reasons that people went 100 years ago?  How have seaside holidays changed over the past 100 years?	<b>Seaside Holidays</b>  Do all children like the earlier seaside holidays now or would some prefer 'nowadays'?
<b>Art &amp; Design</b>	Stick Transformation project	DT – Puppets			
<b>Music</b>	Singing expressively Creating and composing using tuned instruments				
<b>Computing</b>	iProgram Scratch challenges		iSafe Internet safety		



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<b>PE</b>	<p><b>Fundamental skills assessment</b> To throw underarm accurately into a target. To throw as far as possible.</p> <p style="text-align: center;"><b>Dance</b></p> <p>Explore a range of actions related to activities at the seaside.</p> <p><b>Character Resilience</b> - To try actions and activities linked to a new topic</p>	<p><b>Fundamental skills assessment</b> To throw overarm accurately. To throw overarm as far as possible. To run as fast as possible.</p> <p style="text-align: center;"><b>Dance</b></p> <p>To compose and perform a dance phrase showing the movements of the ocean. To respond to a stimulus.</p> <p><b>Character Resilience</b> - To work with a partner to create and rehearse a sequence.</p>	<p><b>Fundamental skills assessment</b> To throw using a push and to two handed throw for distance. To jump for distance with control.</p> <p style="text-align: center;"><b>Dance</b></p> <p>To select appropriate movements and body shapes to communicate ideas in relation to the texture, shapes of a variety of shells.</p> <p><b>Character Resilience</b> - To keep rehearsing and practising as a group to create a sequence.</p>	<p><b>Fundamental skills assessment</b> To kick a ball for distance. To catch a ball. To complete an obstacle course.</p> <p style="text-align: center;"><b>Dance</b></p> <p>To explore body shapes and movements which communicate the different creatures the can find at the seaside.</p> <p><b>Character Resilience</b> - To show resilience when creating and practising a dance with others.</p>	<p><b>Fundamental skills assessment</b> To throw underarm for accurately. To throw overarm for distance. To complete an obstacle course with speed and agility.</p> <p style="text-align: center;"><b>Dance</b></p> <p>To explore movements to depict life in a seaside village.</p> <p><b>Character Resilience</b> - To work as a whole class to create and rehearse a sequence.</p>	<p><b>Fundamental skills assessment</b> To throw underarm for accurately. To throw overarm for distance.</p> <p style="text-align: center;"><b>Dance</b></p> <p>To remember, repeat and perform a short dance to represent life in a seaside village.</p> <p><b>Character Resilience</b> - To work as a group to create a final dance.</p>
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