

Year 2

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Geography/History	Our local heroes - Bobby Moore (Hist - local history)	Magical Mapping (Geog)	The Great Fire of London (Hist- events beyond living)	Continents and Oceans (Geog)	Florence Nightingale and Mary Seacole (Hist - significant people)	Comparison with Mumbai (Geog)
Science	Animals inc humans	Animals inc humans	Use of everyday materials	Use of everyday materials	Plants	Living things and their habitats
Art	Artist observation (Steven Wilshire)		Painting (Van Gogh) 3D sculpture			
DT	Mechanisms (design a vehicle for a character from English)		Food (healthy pizza)		Textiles (combining different fabric shapes - hand puppets)	
Computing	We are Detectives	We are Photographers	We are Researchers	We are Astronauts	We are Game testers	We are Zoologists
PSHE	Being Me in My World (Hopes and fears)	Celebrating Difference (Gender stereotypes)	Dreams and Goals (Perseverance/strengt h)	Healthy Me (Healthy eating and nutrition)	Relationships (Different types of family)	Changing me (Increasing Independence)
RE	Why did Jesus tell stories?	Why are different books special for different people?	What can stories teach us about peace? OR What can stories teach us about forgiveness?	Why is Easter important to Christians?	How does special food and fasting help people in their faith? (All religions)	Where did the world come from and how should we look after it?
PE	Dance - Secret Garden/The Circus Fundamental Movement (ABCs)	Target Games Gymnastics - Spinning and twisting	Striking and Fielding Fitness - ABCs and stamina	Yoga Ball skills - sending and receiving	Net & Wall Games Athletics - jumping, running and throwing	Bat and Ball Skills Invasion Games
Music	Using musical instruments to convey narration, expression and meaning within Children's Stories. Understanding how Tempo and Dynamics are used within music.					
French	Name & How old are you? Family & Mon/Ton ; Ma/Ta, Age, J'ai, Tu as Joyeux Anniversaire – Happy Birthday Song		Pets & As-tu un animals?, Numbers 1-10 J'ai / Je n'ai pas de... Wild animals Farm animals Describing animals (numbers , colours)		PHouse My room (objects) Un vs. Une Describing the room (mon /ma)	