

Curriculum Overview

Holmer C of E Academy

Curriculum Overview 2024-25



Year 2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
English	The Story Machine Creating own fictional tale Focus: full stops and capital letters. Letter formation The Storm Whale Write a non-fiction report about a whale. Focus: full stops and capital letters. Adjectives and verbs Letter formation	Winter Sleep Retelling a tale of hibernation. Focus: adjectives and expanded noun phrases conjunctions - and, but, or Cursive handwriting	Rapunzel Diary writing Retelling of a traditional tale with a twist Focus: conjunctions and question sentences Cursive handwriting The Magic Finger Retelling of a longer text Setting and character descriptions Focus: exclamation sentences and description Cursive handwriting	Zeraffa Giraffa Newspaper report Setting descriptions Focus: commas in a list, past and present tense and apostrophes for contractions Cursive handwriting	The Last Wolf Non-fictional report based on an endangered animal Focus: commas in a list, sentence types and apostrophes for contractions Cursive handwriting	Leaf Writing a fictional tale based on the effects of global warming on habitats. Focus: use of apostrophes, wider range of conjunction use, use of higher level vocabulary Cursive handwriting
Maths	Place Value Weeks 1-4	Geometry shape Weeks 10-13 Identify and describe the	Money Weeks 1-3 Recognise and use symbols for	Length and Height Weeks 9-10 Choose and use appropriate	Fractions Weeks 1-2 Write simple fractions for	Statistics Weeks 6-7 Interpret and construct simple

Counting forwards and backwards within 100. Read and write numbers in numerals and words to 100. Represent numbers to 100 Tens and ones with a part-whole model Tens and ones using addition Use a place value chart Compare numbers Order objects and numbers Count in 2s, 5s, 10s and 3s. Addition and Subtraction Weeks 5-9 Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100. Applying their increasing knowledge of	properties of 2-D shapes, including the number of sides and line symmetry in a vertical line. Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces. Identify 2-D shapes on the surface of 3-D shapes [for example, a circle on a cylinder and a triangle on a pyramid]. Compare and sort common 2-D and 3-D shapes and everyday objects.	pounds (£) and pence (p); combine amounts to make a particular value. Find different combinations of coins that equal the same amounts of money. Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change. Multiplication and Division Weeks 4-8 Recall and use multiplication facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers. Recall and use division facts for the 2, 5 and 10 multiplication	standard units to estimate and measure length/height in any direction (m/cm); to the nearest appropriate unit, using rulers and scales. Compare and order lengths and record the results using symbols for greater than, less than and =. Mass, Capacity and Temperature Weeks 11-13 Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels.	example, $1/2$ of 6 = 3 and recognise the equivalence of $2/4$ and $1/2$. Time Weeks 3-5 Tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face Position and Direction Week 8-9 Order and arrange combinations of mathematical objects in patterns and sequences. Use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as	pictograms, tally charts, block diagrams and simple tables. Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity.
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	mental and written methods. Add and subtract a single digit to 2 digit number and add and subtract 2 2 digit numbers.		tables, including recognising odd and even numbers.	Compare and order lengths, mass, volume/capacity and record the results using symbols for greater than, less than and =. Fractions Weeks 14-15 Recognise, find, name and write fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$ and $\frac{3}{4}$ of a length, shape, set of objects or quantity.		a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise).
Science	Living Things - Habitats Life processes Alive, dead and never alive Woodland, rainforest and ocean habitats Food chains.	Living Things - Microhabitats Identifying and classifying minibeasts Scientific enquiry Minibeast hunts Learning about botanists.	Materials Objects and materials Finding suitable materials for different items Which materials can twist, stretch, bend and be squashed? Testing material strength Eco-friendly materials	Animals: Life cycles and health The human lifecycle Lifecycles Growth Survival Exercise and hygiene. Balanced diet	Plants: Plant Growth What do seeds need to grow? Seeds and bulbs Germination Light and plant growth Plant life cycle Plant care	Making connections: plant-based Reduce, reuse and recycle From plants to products Testing suitability of materials Making and testing plant pots

RE	Who made the world? Exploring the story of creation from the Bible	What do Christians believe about God? Exploring Christians' views on what God is like.	Who is Jewish and how do they live? Discovering Jewish beliefs and how this impacts their lives.	Who is Jewish and how do they live? Unit continued Discovering Jewish beliefs and how this impacts their lives.	What does it mean to belong to a faith community? Learning what a faith community is and why they are important to believers.	What makes some places sacred to believers? Identifying places that are sacred to believers and why this is so.
Computing	Computing systems and networks	Creating media - digital photography	Creating media - making music	Data and Information - Pictograms	Programming - Robot Algorithms	Programming - an introduction to quizzes
History		How was school different in the past? Were schools different in the past? How have schools changed within living memory? How were schools different in the 1900s? What is similar and different about schools now and in the past?		How did we learn to fly? Who were the Wright brothers? When was the first flight? Why was Bessie Coleman significant? Why is Amelia Earhart significant? Why was the moon landing special? How did we learn to fly?		The Great Fire of London Looking at the reasons why the fire started and spread so far. Evaluating the implications of the fire. Monarchy focus.

Geography	Would you prefer to live in a hot or cold place? Where are the continents? Where are the coldest places on Earth? Where is the Equator? What is life like in a hot place? Do we live in a hot or cold place? Would you prefer to live in a hot or cold place?		Why is our world wonderful? What are some of the UK's amazing features and landmarks? Where are some of the world's most amazing places? Where are our oceans? What is amazing about our local area? Why are natural habitats special? How can we look after natural habitats?		What is it like to live by the coast? Where are the seas and oceans surrounding the UK? What is the coast? What are the features of the Jurassic Coast? How do people use Weymouth? How do people use our local coast?	
Art and Design	Drawing - Tell a story To develop mark making skills using a wide range of tools and experiment with adding texture.	Sketching unit To further develop mark making skills Learn about the artist Jean-Michel Basquiat	Painting and Mixed Media - Life in colour Identifying different textures and how they can be used. Creating collages	Sculpture and 3D - Clay Houses Identifying different techniques on how to shape clay. Making different patterns in clay. Modelling clay	Sketching unit Sketching patterns and textures.	Craft and design - Map it out. Drawing an artist's map. Creating a collage artists map

				Creating a clay house tile		
DT	Mechanisms Moving Monster Pivots, levers and linkages, making linkages and designing and making a monster.		Textiles Pouches Sew using a running stitch, using a template, making and decorating a pouch.		Cooking and Nutrition A balance diet To know what makes a balanced diet, taste test food combinations, designing, making and evaluating a healthy wrap.	Structures Baby Bear's Chair Exploring stability, strengthening materials, making Baby Bear's chair and fixing and testing Baby Bear's chair.
Music	African call and response song (Theme: Animals)	Orchestral instruments (Theme: Traditional stories)	Musical me	Dynamics, timbre, tempo and motifs (Theme: Space)	On this island: British songs and sounds	Myths and legends
PE	Gymnastics - To perform gymnastic shapes, use shapes to create balances and to develop travelling actions and balances using apparatus.	Gymnastics - To develop different shapes, take offs and landing when performing jumps, to develop rolling and sequence building and to create a sequence using apparatus.	Dance - To remember, repeat and link actions to tell a story, to develop an understand of dynamics and use counts of 8 to help stay in time with the music (THEME: Secret Garden)	Dance - To copy and create actions and create a short dance phrase with a partner (THEME: The Rainforest) To copy, repeat and create movement	Invasion Games Develop understanding of the principles of defending and attacking for invasion games. Use and develop skills such as sending and receiving with both feet and	Athletics - Develop skills required in athletic activities such as running at different speeds, jumping and throwing. In all athletic based activities, pupils will engage in performing skills

	Swimming: Beginners		To copy, remember and repeat actions, to explore pathways and levels and to remember and rehearse a dance (THEME: The circus) Fitness - explore and develop agility, balance, co-ordination, speed and stamina	patterns, create and perform using unison, mirroring and matching with a partner and to remember and repeat actions and dance as a group. (THEME: Jack Frost) Ball Skills - develop fundamental ball skills such as throwing, catching, rolling, hitting a target, dribbling with both hands and feet and kicking	hands, as well as dribbling with both feet and hands. Sending and Receiving - Develop sending and receiving skills including throwing and catching, rolling, kicking, tracking and stopping a ball. Use equipment to send and receive a ball.	and measuring performance, competing to improve on their own score and against others. Striking and Fielding Games - Develop understanding of the principles of defending (fielding) and attacking (batting) for striking and fielding games. Use and develop skills such as throwing and catching, tracking a ball and striking a ball. Learn how to score points in these types of games, how to play to the rules
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PSHE	<i>Staying safe</i> KAPOW Wellbeing Tying Shoelaces Bullying Body-Language	<i>Feelings and emotions</i> Worry Anger Anti-bullying Day	<i>Being responsible</i> Practice Makes Perfect Helping Someone in Need Stealing Water spillage	<i>Computer safety</i> Online Bullying Image Sharing Computer Safety Making friends online	<i>Living and working in our world</i> Living in Our World Working in Our World	<i>Healthy Living and being safe</i> Healthy Eating Brushing Teeth Hoax Calling - Fire Safety