









# HOLY NAME CATHOLIC PRIMARY SCHOOL

## Curriculum Overview - Year 2

	Literacy	Maths	Science	History	Geography	Computing	Art & Design	Design Technology	Music
Year 2	<b>Autumn</b> <b>A: Wonderful Water</b>  <b>B: Fairy Tales—Classic Poems</b> 	Numbers to 100 Addition & Subtraction Shape	<b>A.</b> *Seasonal change Animals, including humans  <b>B.</b> Animals, including humans  <b>A.</b> Animals, including humans  <b>B.</b> Animals including humans	<b>A. My family history</b> (What was life like when our (great) grandparents were children.)  <b>B. Bonfire Night and the Great Fire of London</b> (Should we still celebrate bonfire night?)  (Did the Great Fire make London a better or a worse place?)	<b>A Our Local Area</b> (What's it like where we live?)  <b>B. Seasons</b> (What are seasons?)	<b>A</b> Digital Literacy: <b>Basic Skills</b> Information Technology: <b>Presenting Information</b>  <b>B</b> Digital Literacy: <b>Staying safe online</b> Information Technology: <b>Word Processing</b>	<b>A. Drawing</b> Inspiration: Mythical Creatures (Pauline Baynes)  <b>B. Sculpture</b> Inspiration: Human Body (Antony Gormley).	<b>A. Mechanisms:</b> Linkages/Pivots Moving Monsters  <b>B. Structures</b> Baby Bear's Chair	Hands, Feet, Heart  Exploring Afropop, South African music.  Ho, Ho, Ho  Celebrating and learning fun Christmas songs
	<b>Spring</b> <b>A: Planet Protectors</b>  <b>B: Traditional Tales-Poetry</b> 	Money Multiplication & Division Length & Height Mass & Capacity  Temperature	<b>A.</b> * Seasonal change Everyday materials  <b>B.</b> Uses of everyday materials  <b>A.</b> Everyday materials  <b>B.</b> Plants	<b>A. Nurturing Nurses</b> Why do we remember Florence Nightingale and Edith Cavell?  <b>B. Holidays</b> (How have holidays changed over time?)	<b>A People and their communities</b> (Where in the world do these people live?)  <b>B. Journeys: Food</b> (Where does our food come from?)	<b>A</b> Information Technology: <b>Data Collection &amp; Representation using 2Count</b> Computer Science: <b>Unplugged Algorithms 1 - Understanding &amp; building a basic algorithm</b>  <b>B</b> Information Technology: <b>Data Collection &amp; Representation using 2Graph</b> Computer Science: <b>Unplugged Algorithms 2 using ScratchJr</b>	<b>A. Painting</b> Inspiration: Abstract Art (Sayed Hader Raza).  <b>B. Painting</b> Inspiration: Pointillism (Georges Seurat).	<b>A. Food</b> Preparing Food and vegetables Wraps  <b>B. Food: Preparing food and vegetables</b> Healthy Wraps	I Wanna Play In A Band  Exploring Rock music and playing in a band together.  Zootime  Exploring Reggae music and animals.
	<b>Summer</b> <b>A: Fire! Fire!</b>  <b>B: Fight your Fears</b> 	Fractions Time Statistics Position & Direction	<b>A.</b> * Seasonal change Plants  <b>B.</b> Living things and their properties  <b>A.</b> Scientific enquiry  <b>B.</b> Scientific enquiry	<b>Great Inventions: Transport</b> (How did the first flight change the world?)  <b>B. Our Local Heroes</b> Who were the Beatles?	<b>A. Animals and their habitats</b> (Where do our favourite animals live?)  <b>B. Our Wonderful World</b> (What are the seven wonders of the world?)	<b>A</b> Computer science: <b>Programming, Coding &amp; Robotics using Beebots</b> <b>Problem Solving &amp; Real World Technology - Game creation 1</b>  <b>B</b> Computer science: <b>Programming, Coding &amp; Robotics using ScratchJr</b> Information Technology: <b>Exploring Simulations - Game creation 2</b>	<b>A. Textiles/Collage</b> Inspiration: Superheroes (Roy Lichtenstein).  <b>B. Printing</b> Inspiration: Repeating Patterns (Max Ernst).	<b>A. Textiles</b> Templates and Joining Techniques Pouches  <b>B. Mechanisms.</b> Fairground Wheel	Friendship  Exploring Pop music with a song about being friends.  Reflect, Rewind and Replay  The history of music.

Success Takes Application, Resilience & Stickability  
 “Shine Like the STARS!”