



Year 2 Spring 1 Curriculum Map

Maths

Unit coverage:

Shape
Money

Mental Maths skills:

Mastering Number Programme

Times Tables and Number Fluency

2 x table.

Support at home:

Times Table Rockstars

<https://trockstars.com/>

Hit the button

<https://www.topmarks.co.uk/maths-games/hit-the-button>

RE

Christianity

We will look at the role churches play in our local community.

Q: What role does the church play in the life of a Christian?

RSHE/PSHE

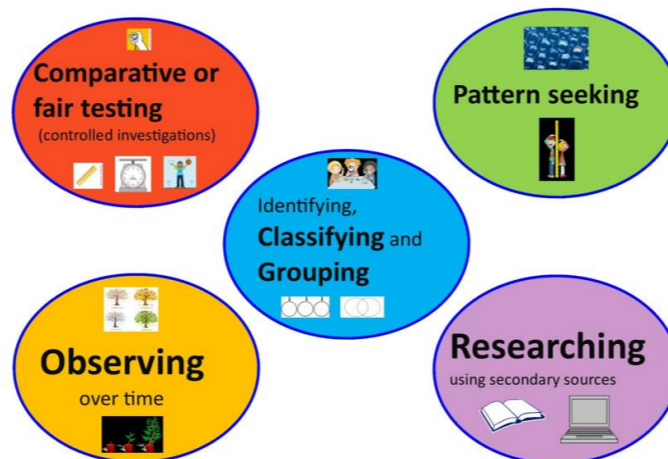
Jigsaw – Dreams and Goals

PE

Dance

- We will create short motifs inspired by a given stimulus.
- We will use a range of transitions to improvise independently using different parts of our bodies.

Science



Chemistry: Changing Materials and Everyday Materials.

- We will explore the properties that different materials exhibit.
- We will decide which materials are fit for specific purposes.

Topic – Fire and Ice

Big questions

- Why are some parts of the world hotter/colder than ours?
- What are the defining features of different climate zones?
- What are the key human and physical features in a cold climate?

Geography

- We will name and locate the seven continents of the world.
- We will identify and locate the five oceans.
- We will explore the equator and climate zones whilst applying our knowledge to identify physical and human geographical features.

Writing



We will be undertaking the Read Write Inc. 'Get Writing' project which applies step-by-step guidance to help children move from writing simple sentences to extended texts such as invitations, letters, descriptive texts and non-fiction texts whilst incorporating a range of composition, grammar and spelling activities.

Reading

We will continue learning our phonics sounds in targeted, daily teaching sessions.

Please continue to read daily at home, new books will be allocated weekly.

Art

We will use controlled lines to create drawings and portraits.

Music

We will explore British folk music and develop and perform our own musical compositions.

Computing

- We will read, interpret and create pictograms.