emy Year 2 Curriculum 2019 - 2020

	Enrichment	Theme 1	Enrichment	Theme 2	Enrichment	Theme 3	Enrichment	Theme 4	Enrichment
Cornerstone Theme	Beginning and Belonging	Street Detectives	E-Safety; Anti-Bullying	Wriggle and Crawl	Science	Towers, Tunnels and Turrets	Enterprise Week	Beachcombers	Reflection and Transition
English Text		Six Dinner Sid/Red Riding Hood		The Bad Tempered Ladybird		The Great Kapok Tree		The Lighthousekeeper's lunch/ The Snail and the Whale	
Talk for Writing Fiction		Suspense		Characterisation/Openin gs and Endings		Description		Openings and Endings	
Talk for Writing Non-Fiction		Recount		Instructions		Information Text		Persuasive Text	
Maths		Place Value (3 weeks) Addition and Subtraction (5 Weeks)	Money (1 week)	Money (1 week) Multiplication and division (4 weeks) Statistics (2 weeks)	Geometry (1 week)	Geometry (2 weeks) Fractions (3 weeks) Length and height (1 week) Time (2 weeks)	Time (1 week)	Measurement (3 weeks) Position and Direction (3 weeks) Problem Solving (3 weeks)	Problem Solving
Science		Materials		Living Things and their Habitats	Sound	Plants		Animals Including Humans	
History		Changes in Living Memory Godmanchester		Significant People		Changes beyond living memory		Events beyond Living memory Seasides	
Geography		Fieldwork: Mapping Godmanchester		Locational Knowledge: Oceans and continents		Place Knowledge:Compare the UK to a contrasting country.		Human and Physical: Coastal features	

Art		Printmaking: Multicoloured prints of houses.		Drawing: Minibeasts - using line and tone to create shape, pattern and texture. Painting: Mixing colours, mini Beasts paintings Food: Where does it	Digital Art (Twinkl Computing)	3D Sculpture : Clay Tile of a seaside scene or object.	
DT		Digital – Design Buildings (input instructions for a planned outcome)		come from? Refer to countries, animals and plants. Variety of foods in a diet. Cut, peel, grate and chop. Make foods	Construction and Technical: Build a castle with, towers, tunnels and a drawbridge. Use tools safely, choose materials.	Textiles: Finger Puppets join fabric using running stitch	
PSHE	Actions have consequences and who to go to if worried.	Myself and My Relationships 6: Family and Friends		Economic Wellbeing 1: Financial Capability	Healthy and Safer Lifestyles 9: Personal Safety	Healthy and Safer Lifestyles 8: Drug Education; Healthy and Safer Lifestyles 10: SRE	
RE		Christianity: Who celebrates harvest and why?		Christanity: The old and new testament	Sikhism : How do stories from the gurus and the concept of seva affect Sikh children?	Comparison: Christianit y and Sikhism	
PE/Games		Dance - Magical Friendships Invasion Games		Swimming	Multiskills	Gymnastics Cricket	
Computing		Programming: Turtle Logo and Scratch (T) - (write and test simple programmes. Logical reasoning)	E-Safety: Digi Duck - Personal information, communicate safely showing respect.	Presentation skills: Create an information text about a minibeast. (uses of IT outside of school, organise and store data.)	Using and applying: Create a castle (T) - Use skills they have learnt and apply them within a software.	Using the Internet: Research beaches (T) (safely) and create a fact file/blog about their learning.	
Music		Ocarinas: Learning the instrument - follow a simple piece of written rhythmic notation		10 Pieces - Tchaikovsky - The Nutcracker - Waltz of the flowers; Russian Dance	Ocarinas: Composing - carefully choose instruments to combine layers of sound.	10 Pieces - Joseph Haydn - Trumpet Concerto 3rd Movement	