

Year 2 Curriculum Map – Spring 1



<u>Subject</u>	<u>Overview</u>
Writing	Hansel and Gretel – Children will explore this traditional tale to develop their writing so that they can use correct tenses, start their sentences in different ways and use different sentence types to keep the reader interested. Children will compose several descriptive pieces of writing using different versions of this tale.
Reading	Hansel and Gretel - Children will use the more detailed Michael Morpurgo version to develop their inference and deduction skills as well as making sensible predictions based on what they already know. Phonics – Children will follow the Read, Write Inc. programme working at their ability with regular assessment. Reading Gems –Children will be taught the fundamental skills for effective reading through comprehension questions from a range of genres.
Maths	Calculation – Children will be taught different strategies to solve multiplication and division problems. They will also learn about fractions of shapes and quantities.
Science	Materials – Children will identify and compare the suitability of a variety of everyday materials and investigate how the shapes of solid objects made from some materials can be changed.
RE	Judaism – Children will discover Jewish people’s beliefs and customs and will visit a Synagogue as part of their learning.
PSHE	Dreams and Goals – Children will work cooperatively together as a group to create a dream creature! They will be able to express how it felt to be working as part of this group and explain how their own and other people’s contributions helped the group to create the end product.
Geography	Australia – Children will develop their map skills. They will identify human and physical features and discuss similarities and differences between Australia and the UK including seasonal and daily weather.
DT	Textiles – Children will be taught how to use a running stitch to make and decorate a purse/bag for Hansel and Gretel to use to carry their belongings in the forest.
Computing	Programming – The children will be taught to program a variety of objects (beebots, people) and make calculated predictions for what they think the behaviour will be after doing so.
PE	Playground games and multi-skills