Knollmead Primary School

Curriculum Overview Year 2 – Spring Term

	Autumn 1	Autumn 2
Cornerstones Topic	Memory Box	Wriggle and Crawl
Memorable Experience	To create a collage of outfits for different celebrations around the world.	Visit a woodland and observe and identify minibeasts in their natural habitats.
Geography, History, Art and DT	Geography: Fieldwork in the local area History: Changes within living memory D&T: Making party foods, celebrating cards and making a memory box Art & Design: Drawing and painting; collage; family portraits	Geography: Fieldwork D&T: Origins of food, selecting natural materials Art & Design: Observational drawing; model making
Express	Jet Class Party	Make a minibeast habitat based on all learned knowledge
English	**Descriptive writing:** Descriptive pieces based on The Jolly Postman **Letter:** Letters based on The Jolly Postman **Story:** Writing a fictional narrative based on traditional tales **Poems:**	**Poem:** Poem based on The Magic Finger **Descriptive writing:** Descriptive pieces based on The Magic Finger **Letter:** Letter based on The Magic Finger **Instructional writing:**

	Create and perform poems based on nursery rhymes **Instructional writing:** Create a set of instruction for making food.	Children to write a set of instructions for playing a board game.
Spelling, punctuation and grammar	See separate spelling, punctuation and grammar overview	See separate spelling, punctuation and grammar overview
Maths	**Number:** • recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers • calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs • show that multiplication of 2 numbers can be done in any order (commutative) and division of 1 number by another cannot • solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts	**Number:** • 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 • write simple fractions, for example $\frac{1}{2}$ of 6 = 3 and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$ **Measurement:** • 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 • compare and order lengths, mass, volume/capacity and record the results using >, < and = • recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value

	Geometry: • identify and describe the 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	• 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
Science	**Animals, including humans** • notice that animals, including humans, have offspring which grow into adults • find out about and describe the basic needs of animals, including humans, for survival (water, food and air) • describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene	**Uses of everyday materials** • identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses • find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching
Computing	**E-Safety** Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify	**E-Safety** Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a

	a range of ways to report concerns about content and contact	range of ways to report concerns about content and contact.
Music	Samba Music: • Learn about music from different cultures • Play as part is a polyrhythmic Texture • Improve sense of rhythm and pulse • Improve co-ordination	Samba Music: • Learn about music from different cultures • Play as part is a polyrhythmic Texture • Improve sense of rhythm and pulse • Improve co-ordination
PE	**Gym: Floor work** **Multiskills**	**Dance: Space** **Multiskills**
RE	Special people in religion	Easter: Preparations and celebrations
PSHE	Say no to bullying	Going for goals