

Year 2 2021 – 2022 curriculum content on a page

Autumn 2021	Spring 2022	Summer 2022
CUSP Reading <ul style="list-style-type: none"> The Street Beneath My Feet. Grandad's Island. Aesop's Fables - The Goose that laid the Golden Eggs. Paddington. The Christmas Pine - Julia Donaldson. 	<ul style="list-style-type: none"> The Quangle Wangle's Hat - Edward Lear. Coming to England. Mrs Noah's Pockets. Rhythm of the Rain. Little People Big Dreams. 	<ul style="list-style-type: none"> Great Women Who Changed the World. Aesop's Fables – The Sun and The Wind. Fantastic Mr Fox.
CUSP Writing Introduce = green (Block A) Revisit = orange (Block B) <ul style="list-style-type: none"> Character descriptions – CUSP link – Animals and living things. Simple retelling of a narrative. Poems developing vocabulary. Stories from other cultures. Formal invitations. 	<ul style="list-style-type: none"> Poetry on a theme (humorous). Recount from personal experience. Formal invitations. Stories from other cultures. Non-chronological reports. 	<ul style="list-style-type: none"> Character description – builds on CUSP Animals, including humans. Non-chronological reports – builds on CUSP Significant people. Simple retelling of a narrative. Recount from personal experience – builds on CUSP Where we live. Poems developing vocabulary – builds on CUSP Stop motion animation. Poetry on a theme (humorous / poems about change).
Maths Maths Mastery Autumn Term Plan	Maths Mastery Spring Term Plan	Maths Mastery Summer Term Plan
CUSP Art and Design <ul style="list-style-type: none"> Drawing Painting 	<ul style="list-style-type: none"> Printmaking Textiles 	<ul style="list-style-type: none"> Collage 3D
Computing (Kapow) <ul style="list-style-type: none"> What is a computer? Algorithms and Debugging 	<ul style="list-style-type: none"> Word processing Programming – Scratch Jr 	<ul style="list-style-type: none"> Stop Motion International Space Station
Design and Technology (Kapow) <ul style="list-style-type: none"> Textiles – making a pouch Making a moving monster 	<ul style="list-style-type: none"> Structures – Baby Bear's chair Mechanisms – Fairground Wheel 	<ul style="list-style-type: none"> Food technology – balanced diet
CUSP Geography <ul style="list-style-type: none"> Human and Physical features Compare a small part of the UK to a non-European location 	<ul style="list-style-type: none"> Compare a small part of the UK to a non-European location Fieldwork and map skills 	<ul style="list-style-type: none"> Fieldwork and map skills Compare a different non-European location to our locality (Amazon Rainforest)
CUSP History <ul style="list-style-type: none"> Events beyond living memory 	<ul style="list-style-type: none"> Significant historical events, people, places in our locality 	<ul style="list-style-type: none"> Significant historical events, people, places in our locality Revisit – Events beyond living memory
Music <ul style="list-style-type: none"> African call and response (Animals) Orchestral instruments (Traditional western stories) 	<ul style="list-style-type: none"> Musical me Dynamics, timbre, tempo and motifs (Space) 	<ul style="list-style-type: none"> On the island: British songs and sounds Myths and legends
PE <ul style="list-style-type: none"> Games 1/Dance 1 (SL) Games 2/Gym 1 (Teacher) 	<ul style="list-style-type: none"> Gym 2/Dance 2 (SL) Games 3/Net and Wall games (Teacher) 	<ul style="list-style-type: none"> Striking and Fielding/OAA (SL) Athletics 1/Athletics 2 (Teacher)

<p>PSHE</p> <ul style="list-style-type: none"> • Being Me In My World • Celebrating Difference 	<ul style="list-style-type: none"> • Dreams and Goals • Healthy Me 	<ul style="list-style-type: none"> • Relationships • Changing Me
<p>RE</p> <ul style="list-style-type: none"> • Nature and God • Light and Dark 	<p>To be confirmed in Autumn (considering switch to Discovery RE)</p>	<p>To be confirmed in Autumn (considering switch to Discovery RE)</p>
<p>CUSP Science</p> <ul style="list-style-type: none"> • Living things and their habitats • Animals, including humans 	<ul style="list-style-type: none"> • Use of everyday materials • Revisit Living things and their habitats / materials 	<ul style="list-style-type: none"> • Plants • Revisit Living things and their habitats / Animals, including humans