



Year 2	Term 1	Term 2	Term 3	Term 4
English 7hrs/wk	U4: Exploring procedural text Students create and present a procedure. (George's Marvellous Medicine) U2: Stories of families and friends Students write a narrative.	U3: Exploring characters They compare how similar characters are depicted in two literary texts and write a text expressing a preference for one character, giving reasons.	U5: Exploring informative texts Students create an informative text with a supporting image U1: Reading, writing and performing poetry Students write and present their poem.	U6: Exploring plot and characterisation in stories Students create a written imaginative event to be added to a familiar narrative, with appropriate images that match the text.
Maths 5hrs/wk	<ul style="list-style-type: none"> number and place value order days of the week and months of the year, compare lengths identify every day events that involve chance, describe chance outcomes, describe events as likely, unlikely, certain, impossible. 	<ul style="list-style-type: none"> number and place value represent halves and quarters and eighths of shapes and collections count small collections of coins and notes identify missing elements in counting patterns, and solve simple number pattern problems. 	<ul style="list-style-type: none"> number and place value divide shapes and collections into halves, quarters and eighths make and compare money amounts, read and write money amounts, compare money amounts. compare and order objects, measure length, area and capacity turns, flips and slides 	<ul style="list-style-type: none"> number and place value identify halves, quarter and eighths of shapes & collections. mass, length, area and capacity, time to quarter hour draw and describe two-dimensional shapes, describe the features of three-dimensional objects. interpret simple maps. predict the likelihood of an event based on data Use data to answer questions, represent data
Science 1hr/wk	Unit 2: Toy factory Students understand how a push or pull affects how an object moves or changes shape.	Unit 3: Good to grow Students examine how living things, including plants and animals, change as they grow	Unit 1: Mix, make and use Students investigate combinations of different materials and give reasons for the selection of particular materials base on their properties and purpose.	Unit 4: Save planet Earth Students describe how Earth's resources are used and the importance of conserving resources for the future of all living things.
HASS 1 hr/wk	Unit 1: Present connections to places Students explore the location and significant features of places and consider how people are connected to these and why they should be preserved.		Unit 2: Impacts of technology over time Students interpret, compare and sequence objects from the past and present and investigate the impact of changing technologies on people's lives over time.	
HPE-Health ½ hr/wk	U1: My classroom is healthy, safe and fun Students investigate what health is and the foods and activities that make them healthy.	U2: Our culture Students explore the importance of celebrating who they are and respecting each other's differences.	U4: Message targets Students examine the purpose of advertising and the techniques used to engage children.	U3: Stay Safe Students explore safe and unsafe situations so that they understand their responsibility in staying safe.
Technologies ½ hr/wk	Design and Technologies Unit 1: Spin it! Students design, make and evaluate a toy for a child.		Digital Technologies Unit 1: Computers - Handy Helpers Students recognise and explore how digital and information systems and represent a sequence of steps and decisions to solve simple problems.	
The Arts ½ hr/wk	Visual Arts Unit 3: What are you thinking? Students explore how changes in facial features, style and form communicate emotion in portraiture.	Media Arts Unit 2: Look again Students explore how photographic portraits represent moments in time and how technology can manipulate reality in media artworks.	Dance Footsteps -Students create, rehearse & perform a dance in front of a familiar audience.	Drama Unit 5: Stories come to life Students will make and respond to drama by exploring ways that stories can be enacted using voice & movement.