CHRIST THE KING CA	CHRIST THE KING CATHOLIC VOLUNTARY ACADEMY			CURRICULUM OVERVIEW			YEAR GROUP: 2				
TERM	SCIENCE	HISTORY	GEOGRAPHY	ART	DT	MUSIC	COMPUTING	PE	PHSE		
Communication Advent 1." Marvellous Me" Advent 2." Fire, fire!"	Animals including humans *Know about and describe the basic needs of animals for survival. *Know why exercise, a balanced diet and good hygiene are important for humans. Human dignity - Everyone is special. Everyday Materials *Know how materials can be changed by squashing, bending, twisting and stretching *Know why a material might or might not be used for a specific job GRETA THUNBERG Sustainability; what types of materials are recyclable and moving towards a more sustainable school using Greta as an inspiration. Stewardship - We need to care for the earth. Common good - What is best for everyone? Subsidiarity -People should have a say! Participation - We all want to work and contribute to our communities.	Beyond living memory – GFOL Know about an event or events that happened long ago, even before their grandparents were born. Know what we use today instead of a number of older given artefacts. SAMUEL PEPYS Communication; diary providing historical evidence of 1066.	Locational Knowledge Know the names of and locate the seven continents of the world Know the names of and locate the five oceans of the world Know and use the terminologies: left and right; below, next to Stewardship - We need to care for the earth. Common good - What is best for everyone? Solidarity - We are all one big family.	Skill 1 – Colour Know how to mix paint to create all the secondary colours Know how to create brown with paint Know how to create tints with paint by adding white and know how to create tones with paint by adding black. Skill 4 and experimental skills Know how to make a clay pot (salt dough) – to understand how to manipulate salt dough (water/flour – consistency)	Food Technology – A healthy wrapDesign a meal.Chop and slice safely using a bridge or claw grip.Trial and feedback on food tastes, textures and aroma.Identify the food groups, understanding what makes a balanced diet.Mechanisms – Moving Monsters – HalloweenDraw simple diagrams to plan a moving monster.Cut and assemble, using tools such as card, paper, glue and paper fasteners.Explore and discuss existing objects that have linkages, levers and pivots.Identify inputs and outputs as part of a mechanism, understand how linkages, levers and pivots operate together.	Singing – hands, feet, heart and ho,ho,ho Sing or clap increasing and decreasing tempo Perform simple patterns and accompaniments keeping a steady pulse	Computing systems and networks – IT around us Creating media – digital photography Know where to go for help if concerned. Know how technology is used in school and outside of school. Organise, retrieve and manipulate digital content.	Basic movements and Team Games - Athletics and Handball Use hitting, kicking and/or rolling in a game Decide the best space to be in during a game Use a tactic in a game Follow rules	Keeping/Staying HealthyHealthyHealthy Eating and Brushing TeethHuman dignity - Everyone is special.RelationshipsBullying and Body languageHuman dignity - Everyone is special.Common good - What is best for everyone?Solidarity - We are all one big family.Fire Safety Petty arson and Enya and Deedee Visit the Fire Station		

		<u>Plants</u>	Beyond Living	Skill 2 – Drawing	Structures	Playing an instrument	Programming A –	Basic movements and	Being Responsible
			Memory and Local		Design a structure	and listening and	robot algorithms	Team Games –	
			History – Alfreton 100	Choose and use three	0	appreciating		Dodgeball and Racket	Practice makes
		Know what plants	vears ago	different grades of	Identify flaws in a	appreciating	Programming B -	<u>bougebuil alla haoket</u>	perfect
1		need in order to grow	years ago	-	pre-model design, fix	Make connections	programming quizzes	Use hitting, kicking	
		and stay healthy	Ka avoith at abildua a's	pencil when drawing.			programming duizzes		Helping someone in
		(water, light &	Know that children's		or strengthen them,	between notations		and/or rolling in a	need
		suitable temperature)	lives today are	Know how to use	cut and assemble	and musical sounds.	Understand that	game	
		suitable temperature)	different to those of	charcoal, pencil and	accurately.		algorithms are used		
			children a long time	pastel to create art.		Play simple rhythmic	on digital devices.	Decide the best space	Solidarity - We are all
			ago.		Explore natural and	patterns on an		to be in during a	
		Stewardship - We		Know how to use a	manmade structures.	instrument.	Understand that	game	one big family.
		need to care for the	Know how the local	viewfinder to focus			programs require		
		earth	area is different to	on a specific part of	Know that different		precise instructions	Use a tactic in a game	Participation - We all
		Carti	the way it used to be	an artefact before	shapes can		•	Ű	want to work and
			a long time ago.	drawing it.	strengthen or weaken		Write simple program	Follow rules	contribute to our
		Habitats			structures.		and test it.		
			Differentiate					Gymnastics	communities.
			between the things				Predict what the	<u>symmastics</u>	
		Classify things by	that were here 100				outcome of a simple	Plan and perform a	Preferential option
		living, dead or never							for the poor - Some
		lived.	years ago and things				program will be	sequence of	
	` 0		that were not				(logical reasoning).	movements.	people need extra
	Lent 1" Home Sweet Home" Time Travellers – Life 100 Years Ago"	Know how a specific	(including buildings,						<mark>help.</mark>
	LIS	habitat provides for	toys, tools etc)					Improve a sequence	
	"e	the basic needs of						based on feedback.	х
	Ĕ Ő								\ Oursenanded
	곳 (things living there						Think of more than	Our world
Sustainability	ife	(plants and animals).	Subsidiarity - People					one way to create a	Living in our world
ide	₩e		should have a say!					sequence which	Working in our world.
Ľ.	e S	Match living things to						follows some 'rules'	
sta		their habitat.							
Su	ave H								
	12 E	Name some different							Stewardship – We
	t1 me	sources of food for							need to care for the
	i≓ [e	animals.							<mark>earth.</mark>
	it 2	Know about and							
	Lent 2 "	explain a simple food							Solidarity - We are all
		chain.							one big family.
		Cildili.							
									Deuticia etica - M/s ell
		Stewardship - We							Participation - We all
		need to care for the							want to work and
		earth.							contribute to our
1									communities.
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		Solidarity - We are all							
		one big family.							
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		<u>Plants</u>	Lives of significant	Place knowledge and	<u>Artist – Monet</u>	<u>Textiles – purses</u>	Create own music	Data and information	Basic movements and	Feelings and
		Know and explain	<u>people – Nelson</u>	Human and Physical		Develop and sketch		<u>– pictograms</u>	<u>Team Games –</u>	Emotions
		how seeds and bulbs	Mandela and Mary	Geography	Suggest how artists	design ideas using a	Order sounds to		Football, Cricket and	
		grow into plants.	Seacole		have used colour,	template.	create a beginning,	Creating media –	Sport's Day	Worry
				Know the main	pattern and shape		middle and an end	digital music		Anger
			Know about a famous	differences between		Thread a needle, sew			Use hitting, kicking	5
			person from outside	a place in England	Know how to create a	a running stich,	Create music in	Know how	and/or rolling in a	
		Stewardship - We	the UK and explain	and that of a small	piece of art in	prepare fabrics for	response to different	technology is used in	game	
		need to care for the	why they are famous	place in a non-	response to the work	sewing and tie a	starting points	school and outside of	game	Common good - What
		earth	with they are faillous			-	starting points			is best for everyone?
				European country –	of another artist	secure knot.		school.	Decide the best space	
			NELSON MANDELA	Madagascar.					to be in during a	
			links to topic on		Skill 4 and	Discuss the making		Organise, retrieve	game	
			Madagascar (highlight	Identify the following	experimental skills	process and finished		and manipulate		Keeping/Staying safe
			<mark>Madagascar is not in</mark>	physical features:		product, review		digital content.	Use a tactic in a game	
		Animals including	South Africa but an	mountain, lake,	Know how to create a	others final outcome.				Tying shoelaces
		<u>humans</u>	island in Southern	island, valley, river,	printed piece of art				Follow rules	,
			<mark>Africa)</mark> We look at his	cliff, forest and	by rubbing, pressing,	Identify parts of a				
	car		role as an activist and	beach.	rolling and stamping.	needle (point and			<u>Dance</u>	
	asi	Know the basic stages	a brief history of why			eye) understand the			_	
	st 1" Grow, grow, grow!" Sensational Safari – Madagascar"	in a life cycle for	he made such an	Explain some of the		alternative ways of			Change rhythm,	
	Jac o	animals, (including	impact.	advantages and		joining fabrics and			speed, level and	
	50 <	humans)	pace	disadvantages of		embellishments.			direction in dance.	
	ari ov			living in a city or		embenisments.			direction in durice.	
F	afc			village.					Make a sequence by	
ē	al S	Human dignity -	Common good - What	village.					linking sections	
Freedom		Everyone is special.	is best for everyone?						-	
μË.	atii								together.	
	1, 1,			Stewardship - We						
	Se ost		Solidarity - We are all	need to care for the					Use dance to show a	
	8.8		one big family.	earth.					mood or feeling.	
	ent st 2		<u> </u>	earth.						
	Pentecost 1 Pentecost 2 " Ser									
	nte		Subsidiarity - People							
	Pe		should have a say!							
			Participation - We all							
			want to work and							
			contribute to our							
			communities.							
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