

# Year 2 Curriculum Map

Excalibur's curriculum drivers are embedded throughout our teaching

Aiming High

Culturally Aware

Resilient

Enquiring

Respectful

## English, Communication and Languages

As writers, we will:

- Write full/part narratives
- Develop writing styles for different purposes; eyewitness reports, diary entries, fact files and postcards
- Spell with suffixes, use apostrophes for contractions and possession
- Edit and improve and publish our work

As readers we will:

- Continue to apply phonic knowledge and skills as the route to decode
- Read words containing common suffixes
- Read aloud books closely matched to our phonic knowledge, sounding out unfamiliar words accurately, automatically and without undue hesitation.
- Develop pleasure in reading and understanding by discussing the sequence of events of a story
- Explain how non-fiction books are structured in different ways

## Humanities and Religious Education

As geographers, we will consider:

- The seas and oceans surrounding the UK.
- What the coast is.
- The human and physical features of the coast.
- How people use the coast.

A visit to carry out fieldwork will enable us to present findings on how people use the local coast.

As historians, we will consider:

- Learn about what it was like to go to the seaside in the past.
- Consider how we know what seaside holidays were like in the past.
- Compare why we might go to the seaside and why they went in the past.
- Learn about how developments in travel changed seaside holidays.

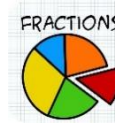
As theologians, we will consider:

- Describe what prayer means and why people might pray.
- Identify some similarities and differences between the ways in which people pray.
- Understand why special objects and items of clothing are important to some people when they pray.
- Discuss similarities within the Hindu, Muslim and Jewish worldviews.
- Explore the places where people of different worldviews go to pray and worship.

## Mathematics

As mathematicians, we will learn to:

- measure in cm and m, comparing lengths & height
- compare and measure mass in g and kg
- compare volume and capacity and measure in ml and l
- describe movement in turn
- tell time using o'clock,  $\frac{1}{4}$  past,  $\frac{1}{4}$  to and to 5 minutes
- draw and interpret block diagrams and pictograms
- recognise, find and count fractions
- revise 4 rules arithmetic and use knowledge to problem solve



## Summer Term 2026

Mrs Steer, Mrs Bailey, Mrs Thompson and Mrs Bebbington

## Science and Technology

As scientists we will:

Plants

- Observe and describe how seeds and bulbs grow into mature plants
- Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy

Biodiversity- Minibeasts

- Identify and name a variety of living things in their habitats
- Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy.
- Find out about and describe the basic needs of animals including humans, for survival (water, food and air).

As computer scientists, we will learn to:

Creating Media - Making Music

- Say how music can make us feel and identify patterns in music
- Describe how music can be used in different ways and show how music is made from a series of notes

Create music for a purpose

Programming - Introduction to quizzes

- Explain that a sequence of commands has a start
- Explain that a sequence of commands has an outcome
- Create a program using a given design and change it
- Create a program using my own design and decide it can be improved

## Physical Health and Well-being

As sports people, we will:

- Play striking and fielding games: developing throwing and catching skills
- Dance: with changes of direction, level and speed
- Improve our athletics skills and develop new ones.

As citizens we will:

- Understand more about our rules, rights and responsibilities
- Learn how to stay safe and healthy
- Talk about growing up and setting goals
- Learn about where money comes from and how to look after it.

## The Arts and Design

As artists, we will:

Craft and Design Focus: Maps

- Investigate maps as a stimulus for drawing.
- Experiment with a craft technique to develop an idea.
- Develop ideas and apply craft skills when printmaking.
- Present artwork and evaluate it against a design brief
- Responding to a design brief, children learn three techniques for working creatively with materials and at the end of the project, evaluate their design ideas.

As designers, we will:

Mechanisms Focus: Moving monsters

- Look out objects and understand how they move.
- Explore different design options.
- To make a moving monster.

As musicians, we will:

- Listen, respond, sing and perform a variety of songs
- Use body percussion, instruments and voices
- Develop recorder playing
- Create a graphic score using sounds and rhythms
- Know the meaning of dynamics (loud/quiet) and tempo (fast/slow), and be able to demonstrate these when singing by responding to (a) the leader's directions and (b) visual symbols (eg crescendo, decrescendo, pause).

