

Y2/3 CURRICULUM MAP Year 2 of cycle

		Autumn	Spring	Summer
Reading	Word reading	NC Appendix 1 (NC p 35) Phonic Programme RWInc/Bugclub	NC Appendix 1 (NC p 35) Word Detectives RWInc Bugclub	NC Appendix 1 (NC p 35) Word Detectives RWInc Bugclub Lexia
	Comprehension	Y2 Texts include : poetry (contemporary and classic), traditional stories, fairy stories, non-fiction texts (NC p 28) Y3 Texts include : wide range of fiction (including fairy stories and myths and legends), poetry, plays, non-fiction texts and reference books / text books and dictionaries (NC p35/36) Read Write Inc, Wordsmith and Bug Club various genres linked to writing activities.		
Writing	Transcription	Spelling programme (NC Appendix 1)		
	Composition	Writing : narrative and non-narrative (NC p 39) Autumn planning and writing descriptions of characters, settings, moods, a conversation. Performance poetry. Non-chronological reports, commands and instructions Autobiographical writing and presentation. Spring humorous stories, writing and advert and instructions, Poetry Playing with Words, Non-fiction Explanation texts Summer writing about thoughts and feelings, newspaper report, postcard, extract from a notebook, Poetry Silly Stuff. Non-fiction writing a debate, persuasion, historical reporting, a newspaper report as a fashion editor.		
	VGP	NC Appendix 2		
Speaking and Listening		12 Statutory statements (NC p 17)		
Maths		Number and Place Value, Addition and Subtraction, Multiplication and Division, Fractions (decimals and percentages), Measures, Geometry: properties of shape, Geometry: position, direction and motion, Statistics		
Science				
		Animals including humans	Forces and magnets	Light /Plants
Computing				
History		Autumn 1 and 2 The Great Fire of London/The Plague	Spring 2	Summer 1 and 2 Changes in Britain from the Stone Age to the Iron Age.
Geography		Autumn 1 Location knowledge the countries of the UK and seas that surround them. Compass points Autumn 2 Weather in the UK,	Spring 1 Hot and Cold Regions	
D.T.		Textiles - make an animal puppet	Structure - make a photo frame/mirror – to display a map of the UK or city etc.	Control - Produce a book with moving parts
Art and Design		Drawing and Painting -Movement	Architects and designers Print – landscape/buildings	Drawing /painting/ sculpture – range of media
Music		Play and perform - Notated, repeated rhythms – derived from UK cities/places: Sequence-structure-create textures (say/play)	Listen and appraise - Regional songs/dances - folk and national music Listening and Singing Animal songs and rhymes using descriptive language. Animal word-rhythm grids Experimenting with Sounds Descriptive weather sequences: using sounds to represent ideas: I hear thunder...	Play and perform - Rhymes/Raps/Action songs incl 'Cave man song' – keeping pulse/beat Improvise and Compose - Percussion band/ensemble – playing word rhythms using Stone-Iron Age ideas.
		Music Education Hub: First Access Programme Delivery – Integration with curriculum teaching – continuation – impact. (Durham Music Service) ukelele		
P.E.		Games & Swimming Games & Dance	Dance and Gymnastics Swimming and Games	Games Dance & Athletics
R.E.		3.2 God is with us 2.2 Christmas Good News Buddhism	3.3 Jesus,The Man Who Changed Lives 3.4 Easter Sadness and Joy Buddhism	2.6 Ascension and Pentecost 2.5 The Church

Additional information relating to Computing Cycle year 2 class 2

Computing	<p>Computer Science Write programs that accomplish specific goals. Use ipad apps (ALEX, Lightbot - (higher levels) or websites learn.code.org/hoc/1 to learn about programs and sequencing.</p> <p>IT -Create comic strip (Strip Designer app) Books (Creative Book Builder app). Rewrite stories/ character descriptions. Morfo app – as character from story. Design book covers.</p> <p>Digital Literacy - Powerful passwords / storing safely. Communicating online safely and responsibly</p>	<p>IT – use a variety of software packages to complete a project on Me and My UK. Collect information, identify key elements and present findings. Opportunity to use drawing packages, image editing, draw graphs or tables in spreadsheet, presentation software.</p> <p>Digital Literacy - product websites that encourage us to buy. Advertising.</p> <p>http://www.childnet-int.org/kia/primary/smartadventure/default.aspx</p> <p>Who should you tell? Reporting concerns.</p>	<p>Computer Science Computer Science Understand that algorithms are implemented as programs on digital devices- send Beebot to match animal cards/identify families of animals /make routes using precise instructions - animals/ weather symbols/ oceans continents – using sets of arrow cards to make instructions Debug simple programs – did it reach the right place? Use of Probot for more complex instructions and programs</p> <p>Digital Literacy SWGFL Staying safe online - choosing appropriate websites. Leaving a digital trail/footprint.</p> <p>IT Database Branching database/database sorting and identifying animals.</p>
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