

Year 2 Curriculum Map Term 3 2024-2025



English

The Mermaid of Zennor (Stories with familiar settings)

Children will explore the story before innovating and writing their own Cornish legend.

A Squash and a Squeeze

Children will write a recount (diary entry) based upon the story by Julia Donaldson.

British Authors

We will continue to look at the work of Julia Donaldson to create a fact-file about her work.

Poetry: Waves

Children will explore various forms of poetry before writing their own.

The Secret of Black Rock (Cornish Story)

Children will explore the story, writing an alternative ending.



Science

Plants: Pupils will explore the differences between seeds and bulbs before designing an experiment to find out what plants need to grow. Based on the results of this investigation, pupils will then be able to describe what plants need to grow and stay healthy. They will then explore and describe the lifecycle of a plant, observing the growth of plants over time. Finally, children will explore how plants adapt to suit their environment.



History

How has Wadebridge changed over time?

Children compare their local area now with evidence from the past. They explore similarities and differences and suggestion why the changes may have happened. They learn about the life of a Cornish Miner.



Music

Friendship song: is a song that explores friendship and kindness. Children will learn to sing, play instruments, explore rhythm and melody, and develop an understanding of friendship !

Reflect, Rewind and Replay: Consolidates the learning that has occurred during the year. All the learning is focused around revisiting songs and musical activities, a context for the History of Music and the beginnings of the Language of Music.



Geography

What is it like to live by the coast?

Exploring the UK's landmarks and physical features, identify and locate the world's oceans, and investigate local natural habitats through fieldwork. Learning about amazing places worldwide, developing an understanding of diverse environments. Enhancing geographical enquiry skills, including map reading and observation.



PSHE

Relationships: Children explore things might make them feel uncomfortable in a relationship. They learn examples of some different problem solving techniques and how they might use them in certain situations.

Changing Me: Children learn to use the correct terms to describe body parts and explain why they are private. They discuss and explain why some types of touches feel OK and others don't. They describe how they feel about getting older, and recognise that other people might feel differently.



Computing

Programming 1- Algorithms and debugging:

Developing an understanding of what algorithms are, how to programme them and how they can be developed to solve problems.

Programming 2 – Scratch Jr: Programming by predicting, testing, and refining code blocks. Create animations, program a familiar story, and develop a musical instrument project, enhancing their understanding of sequencing and debugging.



PE

Athletics:

OAA: Learning teamwork, problem-solving, map reading, and basic outdoor skills through fun and engaging outdoor activities.

Ball Skills- striking and fielding: learning basic striking, fielding, and team skills, including coordination, throwing, catching, and working collaboratively in games.



Maths

- Fractions
- Time
- Statistics
- Position and Direction



RE

What makes some places sacred to believers?

This unit allows children to consolidate their learning of Christianity, Judaism and Islam by exploring places of worship; what they look like and what happens there and why?

What makes some people and places in Cornwall sacred?

Children will recognise that there are special people and places in Cornwall that are sacred to believers and explore stories about the Cornish saints. They will give examples of how stories and symbols are used in churches and why some people and places in Cornwall are



Art

Art: Printing

Children will explore the work of Xgaoc'o X'are and Leonardo da Vinci before creating their own mono prints based upon the work we have studied.

Art: Collage – Children will explore the work of Henri Matisse and Eric Carle to create a Cornish habitat collage inspired by the work of these artists.



DT

Mechanisms – Water Wheel:

Children will design and create a functional water wheel so that the wheel rotates and the structure stands freely. This will link with our work in History and trip to Wheal Martyn where water wheels were used in industry.