



# Curriculum Map

## Year Two

Term	ILP	Subject focus	Memorable experience	Innovate challenge	Art and Design	Computing	Design and technology	Geography	History	Music	PE	PSHE	Science
Autumn 1	Street Detectives	Geography/History of local area	Local Area Walk	Environmental clean up	Famous local artists, portraits, views from the local area	Photo stories, algorithms	Selecting tools and materials, baking, sign making, designing buildings	Fieldwork in the local area, human and physical features, using and making maps with keys, looking at aerial images	Changes within living memory, significant people, places and events in the local area		Real PE Dance	Belonging to a community, improving the local area	Identifying and comparing everyday materials, identifying plants in the local area
Autumn 2	Muck, Mess and Mixtures.	Science	Messy mixtures morning	Open Gallery	Printing, food landscapes, mixed media pictures and collages, colour mixing, using clay	Stop-motion animation, digital photography and presentations	Food tasting, origins of food, healthy meals, following recipes, designing an outdoor kitchen				Fundamentals Real PE	Safety around medicines and household products	Everyday materials
Spring 1	Bounce	Sporting focus/Art (sculpture)	Jump In	Adults Sports Day	Sculpture		Materials and mechanisms		Sporting heroes	Chants and rhymes	Throwing and catching Real PE	Teamwork, health and well-being	Caring for the environment
Spring 2	Towers, Tunnels and Turrets	D & T	Windsor Castle	Build a bridge	Sculpture using natural materials	Create castles using drawing software	Making models of towers, bridges and tunnels	Amazing structures around the world, towers and bridges in the local area	Castles and castle life, significant individuals – Isambard Kingdom Brunel	perform, listen to, review and evaluate music across a range of historical periods	Real PE Defending and attacking games, balance and co-ordination	Dilemmas	Living things and their habitats, use of everyday materials
Summer 1	Wriggle & Crawl	Science	Minibeast hunt	Create a slide about a favourite aspect of the project	Observational drawing, model making	Creating and debugging programs, algorithms, uses of ICT beyond school, stop-motion animation, digital presentations	Origins of food, selecting natural materials	Fieldwork			Real PE Athletics	Feeling positive	Living things and their habitats, animals including humans, working scientifically
Summer 2	Beachcombers	Science	Beach combing	Seascapes	Sketchbooks, 3-D modelling, sand art, seascapes	Web searches, digital presentations	Finger puppets	Coastal features		experiment with, create, select and combine sounds	Scatterball/ Fielding & striking Real PE	Caring for the environment	Habitats, living and non-living things, food chains, basic needs of animals