

Primary Curriculum Map Year 2 2025-2026

<u>Subjects</u>	<u>Autumn I</u>	Autumn 2	Spring I	Spring 2	<u>Summer I</u>	Summer 2
	The Animal Kingdom	The Great Fire of	On the Move	The circus	Growing up	Beside the Seaside
		<u>London</u>				
<u>Literacy</u>	Fiction – Traditional	Poetry – Patterns on a	Non -Fiction - Instructions	Poetry – The circus	Non-Fiction – Night-time	Poetry – Seaside
	stories	page	- Set of instructions for	- Circus poems, using	stories	- Poem about a day at the
	- Retell the story of	- Fire and firework poems	making a toy/fruit vehicle	patterned language and	- A sequel to 'Eliot Jones,	seaside
	Goldilocks and the Three	with patterned language		structures	Midnight Superhero'	- Descriptive poem about
	Bears		Fiction – Adventure			a creature/creatures
		Non-Fiction -	stories	Fiction – Stories with	Non-Fiction – Non-	found in a rock pool
	Fiction – Narrative stories	Information text	- Short narrative about the	familiar settings	chronological reports	
	within familiar settings	- Great Fire of London	adventures of a vehicle,	- Writing inspired by John	- A report on the life-cycle	Non-Fiction – Holiday
	- Story about an animal	books	based on 'The Journey'	Burningham's 'Cannonball	of a plant	postcards
	within a familiar setting in		- Story about themselves	Simp'		- Postcard to a family
	the style of 'The Little Red	Non-Fiction - Diary	as an explorer, based on	- Character description of		member describing a day
	Hen" and "The Tiger Who	writing	James Mayhew's 'Miranda	Simp		at the beach or seaside
	Came to Tea"	- Diary entry for	the Explorer'	- Sequel to 'Cannonball		holiday
		eyewitness testimony of		Simp' focusing on her		
	Non-Fiction –	the Great Fire of London	Poetry – Silly Stuff	adventures with the		Fiction – Seaside
	Information text		- Range of poems, to	circus		adventure
	- Book about how to look		include tongue twisters,			- Extended adventure
	after a pet		riddles and nonsense	Non-Fiction – Recount		story about a seaside
			poems, based on poems	- Recount of Circus Skills		holiday
			shared as a class	workshops, including		
				personal response		
<u>Maths</u>	Number – Place Value	Number – Addition and	Number – Multiplication	Geometry – Properties of	Measurement – Length	Measurement – Length
	- Recognise the place	Subtraction	and Division	Shape	and Height	and Height
	value of each digit in a	- Solve problems with	- Recall and use division	- Identify and describe the	- Choose and use	- Choose and use
	two-digit number	addition and subtraction	facts for the 2, 5 and 10	properties of 3-D shapes,	appropriate standard	appropriate standard
	- Identify, represent and	- Recall and use addition	multiplication tables,	including the number of	units to estimate and	units to estimate and
	estimate numbers using	and subtraction facts to	including recognising odd	edges, vertices and faces	measure length/height in	measure length/height in
	different representations,	20 fluently, and derive	and even numbers	- Identify 2-D shapes on	any direction (m/cm using	any direction (m/cm using
	including the number line	and use related facts up		the surface of 3-D shapes,	rulers	rulers
	- Read and write numbers	to 100	Statistics	[for example, a circle on a	- Compare and order	- Compare and order
	to at least 100 in	- Add three 1-digit	- Interpret and construct	cylinder and a triangle on	lengths and record the	lengths and record the
	numerals and in words	numbers	simple pictograms, tally	a pyramid]	results using >, < and =	results using >, < and =
			charts and simple tables	- Compare and sort		
	Number – Addition and	Number – Multiplication	- Ask and answer simple	common 3-D shapes and	Measurement – Mass,	Measurement – Mass,
	Subtraction	and Division	questions by counting the	everyday objects	Capacity and	Capacity and

	- Solve problems with addition and subtraction - Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 - Show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot be done in any order - Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems	Recall and use multiplication facts for the 2 and 5 multiplication table - Calculate mathematical statements for multiplication within the multiplication tables and write them using the multiplication (x) and equals (=) signs - Solve problems involving multiplication using materials, arrays, repeated addition, mental methods, and multiplication facts, including problems in contexts. Geometry – Properties of Shape - Identify and describe the properties of 2-D shapes, including the number of sides - Identify and describe the properties of 3-D shapes - Identify and describe the properties of 2-D shapes, including line symmetry in a vertical line - Compare and sort	number of objects in each category and sorting the categories by quantity Geometry – Properties of Shape - Identify and describe the properties of 2-D shapes, including the number of sides - Identify and describe the properties of 3-D shapes - Identify and describe the properties of 2-D shapes, including line symmetry in a vertical line - Compare and sort common 2-D shapes and everyday objects Measurement – Money - Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value - Find different combinations of coins that equal the same amounts of money	Number – Fractions - Recognise, find, name and write fractions ¼, ½, ⅓, and ¾ of a length, shape, set of objects or quantity - Write simple fractions for example, ½ of 6 = 3 - Recognise, find, name and write fraction ¾ of a length, shape, set of objects or quantity - Recognise the equivalence of 2/4 and ½ Measurement – Time - Tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times - Know the number of minutes in an hour compare and sequence intervals of time - Know the number of hours in a day	Temperature - Choose and use appropriate standard units to estimate and measure mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using scales, thermometers and measuring vessels - Compare and order mass, volume/capacity and record the results using >, < and = Geometry - Position and Direction - Order and arrange combinations of mathematical objects in patterns and sequences - Use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anticlockwise).	Temperature - Choose and use appropriate standard units to estimate and measure mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using scales, thermometers and measuring vessels - Compare and order mass, volume/capacity and record the results using >, < and = Geometry - Position and Direction - Use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anticlockwise)
		compare and sort common 2-D shapes and everyday objects				
Science	Living Things and their habitats - Explore and compare the differences between living things, dead things and things that have never lived	Living Things and their habitats - Describe simple food chains and identify and name different sources of food	Audiology and Deafness - Deaf identity - Levels of deafness - Make a 3D model of an ear	Animals including humans - Notice that all animals including humans have offspring which grow into adults - Linked to reception topic	Plants - Observe and describe how seeds and bulbs grow into mature plants - Find out more and describe how plants need water, light and a suitable	Plants - Observe how different plants grow in a local woodland environment throughout the year - Understand what all plants need to grow and
	- Name and identify a	Everyday Materials		'Chicks'	temperature to grow and	thrive

Topic	variety of plants and animals in their habitats including micro habitats - Identify that most living things live in habitats to which they are suited and describe how different habitats suit different animals and plants, and that they depend on each other	- Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses - Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching	History	History	stay healthy Animals including humans - Notice that all animals including humans have offspring which grow into adults - Find out about and describe the basic needs of animals, including humans for survival (water, food, air) - Describe the importance for humans of exercise, eating the right amounts of different kinds of foods and hygiene	History
Topic (Geography & History)	Geography Local Habitats - To learn about the UK - Name and label the countries of the UK - Name and label the flags of the UK - Name and label the capital cities of the UK - To label landmarks of the UK Art - Camouflage art - To explore stripes and spots - To use materials to create animals - To create a diorama of a habitat	History The Great Fire of London - Recognise and retell the progression of events of the Great Fire of London - Know that the Great Fire occurred as a result of a combination of factors (dry weather, combustible buildings, narrow streets) - Investigate the lives of Samuel Pepys and Thomas Farrinor - Understand that the Fire occurred in the Stuart Period of British history because the Stuart family occupied the throne	History History of Transport - Find out about transport used in the locality in the past Be able to find out about aspects of the past from a range of sources of information - Be able to order modes of transport through history into a sequence Geography London Transport - Know about the main transport features of the locality - Follow a simple set of directions - Use maps of the local area to find out routes and give directions - Make sketch maps of the classroom, school and routes to school	History History of Circus - Learning about the history of circus. Geography Geography linked to Circus - Learning about the different types of Clowns in different countries - How circus differ in other countries - Local knowledge, using a map to find out the tour of a circus. Art - Design and create own circus Explore painting using straight lines To explore and apply Clown facepaint.	Geography Identifying physical and human features. To understand key human geographical features. To understand physical geographical features. Geography Mapping To name and locate the world's seven continents To name and locate the worlds five oceans. To use world maps, atlases and globes to identify the UK and its countries. To make a paper plate where we are in the world map. To identify the planet, continent, country, county we live in.	History Local Habitats - Identify different ways in which seaside holidays have been represented in the past, using a range of sources (stories, eyewitness accounts, pictures and photographs, artefacts, historic buildings and visits to museums, galleries and sites) - Identify differences between seaside holidays today in their own lives and those taken by people who have lived in the past - Name periods in British history; Tudor, Georgian, Victorian, 20 th Century, 21 st Century - Know that the 1900s was the 20 th Century; the 1800s was the 19 th

BSL	The Animal Kingdom Nocturnal animals in the UK, Africa animals,	The Great Fire of London Firework safety, BSL story, fire safety, deaf fire	interpret a range of simple mapping symbols - Use simple compass directions (north, south, east and west) and locational and directional language (near and far, left and right) to describe the location and features and routes on a map On the Move Comparing old and new transport, how transport	The Circus History of circus, animals in the circus, history of	Growing Up Cycle of life, looking at how plants, nature, and	Geography Westcliff-on-Sea - Know about the main physical features seaside settings - Know about the main physical features of Westcliff-on-Sea - Know about the main human features of a seaside settings - Know about the main human features of Westcliff-on-Sea - Know about the main human features of Westcliff-on-Sea - Know about the similarities and differences between the local area and Westcliff-on-Sea Beside the Seaside Beach safety, sun safety, the seaside, food and toys
	elephant zoo/circus, describing animals and how animals survive. Blanche Nevile history	alarms, exploring a fire station, Christmas vocabulary, games and stories.	works, how water is transported, emergency transport vehicles and deaf in transport.	clowns, the circus set up, and the people in the circus. Roleshift games with animals.	people grow. Learning vocabulary linked to growing up.	at the seaside, vocabulary at the seaside. Fingerspelling games.
Deaf Studies	Deaf Identity To explain about themselves – families, likes/dislikes. To watch BSL poems. To describe their family members. To paint their families. To create their own BSL poetry about their family.	Christmas To know the story of Christmas in BSL. To draw a character from the story. To describe their character in detail. To act in the style of their character. To create a short play of a Christmas story.	Communication Technology Technological Aids To learn about old and new technical aids that helps us. To identify some of technological aids around the school, Some programmes for Deaf people on TV/ Subtitle on TV/sign on vision To experiment with FaceTime. To know the differences between old and new.	Communication To learn about the different types of communication methods that Deaf people use. To discuss how deaf and hearing people communicate. Identify why we have sign names. Discuss seating, lighting and what could distract us. To discuss what it means to be Deaf aware. Create short video about Deaf Awareness.	Deaf History To create a timeline to use for this term. To learn about Deaf inventors over the years. To know more about A J Wilson (Arthur James) who inventor the wing mirror for motor vehicles and how does it important to us now. To know about other Deaf inventors.	Deaf Community and Culture To talk about our families. Who is Deaf and hearing at home? To learn about our identities. Who is Deaf and hearing at school? To learn about our hearing levels. What we can and cannot hear at school. To research which Deaf organisations. To learn about Deaf role models and their role in the community.

Computing	Seesaw - Online safety - To demonstrate how to log in - To demonstrate how to upload a picture - To demonstrate how to draw a picture - To demonstrate how to change an icon - To demonstrate how to log out.	Digital photography - To use a digital device to take a photograph - To make choices when taking a photograph - To describe what makes a good photograph - To decide how photographs can be improved - To use tools to change an image - To recognise that photos can be changed	To learn about hearing aids and cochlear implants. Programming - Beebots - To explain what a given command will do To follow an instruction and give directions To plan a simple program and to find more than one solution to a problem.	Creating media- digital painting - To explore different freehand tools To use shape tools and the line tools To edit colours and shapes To use a computer to paint a picture.	Digital writing - To use a computer to write - To add and remove text on a computer - To identify the look of text can be changed on a computer - To make careful choices when changing text - To explain why I used the tools that I chose - To compare typing on a computer to writing on	To meet Deaf role models within the community. Programming – Scratch Jr - To explain that a sequence of commands had a start - To explain that a sequence of commands has an outcome - To create a program using a given design - To change a given design - To create a program using my own design - To decide how my project can be improved
<u>P.E</u>	Dance	Invasion	Gymnastics	Circus	Fitness	Yoga
	Ball skills	Team building	Invasion	Net and Wall	Athletics	Striking and Fielding
School Visits	Safari Pete Hertfordshire Zoo London Zoo Heath Beasts	London Museum Puddling Lane Jacksons Lane	BIG TRANSPORT Trip Transport Museum Panathlon Challenge	Circus Jacksons Lane	PE trip	Westcliff-on-sea
Texts used	The Tiger Who Came to Tea The Little Red Hen The Mog Books	The Great Fire of London	The Journey Miranda the Explorer	Cannonball Simp	Eliot Jones, Midnight Superhero	The Sea Saw

This is the projected plan that may be subject to change.