

YEAR 2 Autumn		Art and Design Geography History DT CPU		Science	
5/9	Geography	Human and physical features	Cycle 1	What is alive and what is not?	Living things and their habitats
	Art	Drawing			
12/9	Computing	Computing systems and networks - Technology around us		What do all living things have in common?	
	Art	Drawing			
19/9	History	Events beyond living memory – Great Fire of London		Where do plants and animals live?	
	Art	Drawing			
26/9	Geography	Human and physical features		What plants and animals live in our local environment?	
	Art	Drawing			
3/10	Computing	Computing systems and networks - Technology around us		What are food chains? How are they connected?	
	Art	Painting			
10/10	History	Events beyond living memory - Great Fire of London	Why do plants and animals need each other?		
	Art	Painting			
17/10	Use these flexible blocks to enrich the curriculum. The time can be allocated to any term you, for example you could use it to support local mapwork, science fieldwork or museum visits.				
24/10	Half Term				
31/10	Geography	Human and physical features/ Hot and Cold areas of the world	Cycle 2	REMEMBER: what is an animal?	Animals, including humans
	Art	Painting			
7/11	Computing	Creating media - Digital painting		How do animals change as they mature?	
	Art	Painting			
14/11	History	Events beyond living memory - Great Fire of London		How do we change as we mature?	
	DT	Textiles			
21/11	Geography	Hot and Cold areas of the world		What do all animals need to stay alive?	
	DT				
28/11	Computing	Creating media - Digital painting	Keeping healthy: why do we exercise?		
	DT	Textiles			
5/12	History	Events beyond living memory - Great Fire of London	Keeping healthy: why do we eat different types of food?		
	DT	Food and Nutrition			
12/12	Use these flexible blocks to enrich the curriculum. The time can be allocated to any term you, for example you could use it to support local mapwork, science fieldwork or museum visits.				

19/12	Christmas break									
YEAR 2 Spring				Science						
2/1	Geography	Hot and Cold areas of the world		Cycle 3						
	DT	Food and Nutrition			What are materials used for? Categorise and compare wood, metal, plastic and glass.					
9/1	Computing	Digital Writing			Uses of everyday materials					
	DT	Food and Nutrition				What are materials used for? Categorise and compare ceramics, rock, paper and card, and fabric.				
16/1	History	Significant historical events, people, places – Mary Anning and David Attenborough				Revisit Living things and their habitats / materials				
	DT	Mechanisms					What happens when we squash, bend, twist or stretch a material?			
23/1	Geography	Hot and Cold areas of the world					Revisit Living things and their habitats / materials			
	DT	Mechanisms						What's the right material for the job?		
30/1	Computing	Digital Writing						Revisit Living things and their habitats / materials		
	Art	Print Making							What's the best absorbent material?	
6/2	History	Significant historical events, people, places – Mary Anning and David Attenborough							Revisit Living things and their habitats / materials	
	Art	Print Making								Who invented waterproofing?
13/2	Half Term									
20/2	Computing	Grouping Data								Revisit Living things and their habitats / materials
	DT	Understanding materials		What is it made from?						
27/2	History	Significant historical events, people, places – Mary Anning and David Attenborough		Revisit Living things and their habitats / materials						
	DT	Understanding materials			Compare: what is alive, what is not alive and what has never been alive?					
6/3	Geography	Fieldwork and map skills			Revisit Living things and their habitats / materials					
	DT	Understanding materials				What materials do our pets have or need? Why is that?				
13/3	Computing	Grouping Data				Revisit Living things and their habitats / materials				
	Art	Textiles								
20/3	History	Significant historical events, people, places – Mary Anning and David Attenborough					Revisit Living things and their habitats / materials			
	Art	Textiles								
27/3	Use these flexible blocks to enrich the curriculum. The time can be allocated to any term you choose, for example you could use it to support local mapwork, science fieldwork or museum visits.									
Easter break										

YEAR 2 Summer			Science		
17/4	Geography	Fieldwork and map skills	Cycle 5	How do seeds germinate and what happens?	Plants
	Art	Textiles			
24/4	Computing	Moving Robots		What happens when bulbs sprout?	
	DT	Food and Nutrition			
1/5	History	Significant historical events, people, places – Mary Anning and David Attenborough		What do plants need to thrive and be healthy?	
	DT	Food and nutrition			
8/5	Geography	Fieldwork and map skills		What can happen if plants don't get the things they need?	
	DT	Food and nutrition			
15/5	Computing	Moving Robots		What do I notice about plants around the school? How are they healthy? How are they unhealthy?	
	Art	Collage			
22/5	History	Revisit – Events beyond living memory Collage			
	Art	collage			
29/5	Half term				
5/6	Geography	NEW – Compare a different non-European location to ours – Amazon rainforest	Cycle 6		Revisit Living things and their habitats / Animals, including humans
	Art	Collage			
12/6	Computing	Animation			
	DT	Structures			
19/6	History	Revisit – Events beyond living memory		How do seeds and bulbs grow?	
	DT	Structures			
26/6	Geography	NEW – Compare a different non-European location to ours – Amazon rainforest		What do I know about animals, including humans?	
	DT	Structures			
3/7	Computing	Animation		What do plants need to thrive and be healthy?	
	Art	3D			
10/7	History	Algorithms and debugging			
	Art	3D			
17/7	Summer break				