

Civitas Academy
Curriculum and Project Overview for Year 2

	Autumn 1/ Term 1	Autumn 2/ Term 2	Spring 1/ Term 3	Spring 2/ Term 4	Summer 1/ Term 5	Summer 2/ Term 6
Project	Muck, Mess and Mixtures	Rainforests	Memory Box	Street Detectives	Beachcombers	Transport
Reading (key texts)	George's marvelous medicine Grendel: A cautionary tale about chocolate – David Lucas Predicting and making inferences Creating and justifying an opinion based on phrases in text Drawing character descriptions using recall and inferences about the character. The day the crayons quit	Wild by Emily Hughes Man on the Beach poem – Poems about the seaside book Inference about characters Creating alternative endings Discussion about word choice	Familiar stories – traditional tales Guide books for museums Predicting Inference Sequencing	There's no such thing as a dragon The dragon with a big nose – poetry collection of urban tales Inference Recalling	Snail and the whale Inference and deduction	Women that change the world (Amelia Earhart) Journey Topical vocabulary Features of non-fiction texts
Writing (genres)	Lists and captions Recipes Choosing a food or material to write riddles Grendel narrative Leaflets to provide information on learning throughout the half term – art gallery	Wild narrative – lots of different genre writing Information text Newspaper reports	Autobiographies Familiar stories – write diaries for familiar characters. 3 little pigs from the wolf's point of view Poetry Kit Wright – magic box	Biographies Adverts – houses through the years Poetry Letters – writing for a purpose	Writing for different purposes Poetry Postcards	Story writing Non-fiction writing Biographies Diary writing Top Trumps - designing
Oracy	Instructions Drama	Persuasive debates and news reports – the tragic	Drama Character in role	Adverts	Directions writing to get around	Commentary – Top Gear style on a car race.

	Character in role	disappearance of the rainforests Christmas production				
Maths	Number: Place Value Addition and subtraction	Measurement: Length and mass Graphs Multiplication and Division	Measurement: Money Geometry: Properties of Shape	Number: Fractions	Measurement: Time Measurement: Capacity, Volume and Temperature	Consolidation
Science and Design & Technology	Materials. Explore a range of materials and predict potential changes. Observe changes in states – melting and making ice cream and bread. Testing different soap products to see what will create the best bubbles. Sorting between healthy and unhealthy foods + making healthy dishes. Designing packaging for foods. Explore liquids that don't mix.	Plants Identify and name plants Parts of a plant Levels of the rainforest Fact files	Animals including Humans Human life cycle Making memory boxes Celebration cards	Plants Local environment	Animals Life cycles Natural habitats Living and non-living things Environment – rubbish effecting habitats Writing in role	Materials Design make and evaluate cars
Computing	Dough ball stop-animations			Uploading photos from a camera Photo stories of local area	Computing – photo graphs – take a photos of themselves copy into paint and decorate to create a stamp for postcard	
P.E.	Taught by specialist P.E. team	Taught by specialist P.E. team	Taught by specialist P.E. team	Taught by specialist P.E. team	Taught by specialist P.E. team	Taught by specialist P.E. team
Humanities (history, geography, R.E.)		The seven continents of the world Understanding similarities and differences between	How things have changed in their living memory Look at books and order from oldest to youngest	History – talking to old shopkeepers of people from the past.	Geography – basic vocabulary to describe key features.	Inventors: Timeline (cars - planes)

		<p>the UK and a non-European country</p> <ul style="list-style-type: none"> - Reading vs Amazon jungle <p>http://www.bbc.co.uk/education/clips/zwyd2p</p>	<p>How have Games changed over the years?</p> <p>PSHE/R.E – celebrations</p> <p>Families</p> <p>Thinking of people who have passed away</p>	<p>Geography – Creating maps of their local area, directions, keys and codes. And of school</p> <p>PSHE – Looking after our environment</p>		
The Arts (art & music)	<p>Use marbles and bubbles to make painting prints. Comparing and evaluating effects.</p> <p>Look at food landscapes – Carl Warner.</p> <p>Create art using ice cubes.</p>	<p>Percussion (recycled instruments)</p> <p>Layered Henri Rousseau Rainforest pictures</p>	<p>Time capsule</p>	<p>Create their own mini town.</p> <p>Recreate landmarks</p> <p>Urban landscape drawing – villages/landmarks and shops</p>	<p>Using materials to create artwork – sand, shells and pebbles</p> <p>Andy Goldsworthy – Natural art</p>	<p>Wheel printing</p>