

Year 2 Curriculum Map – Term 3



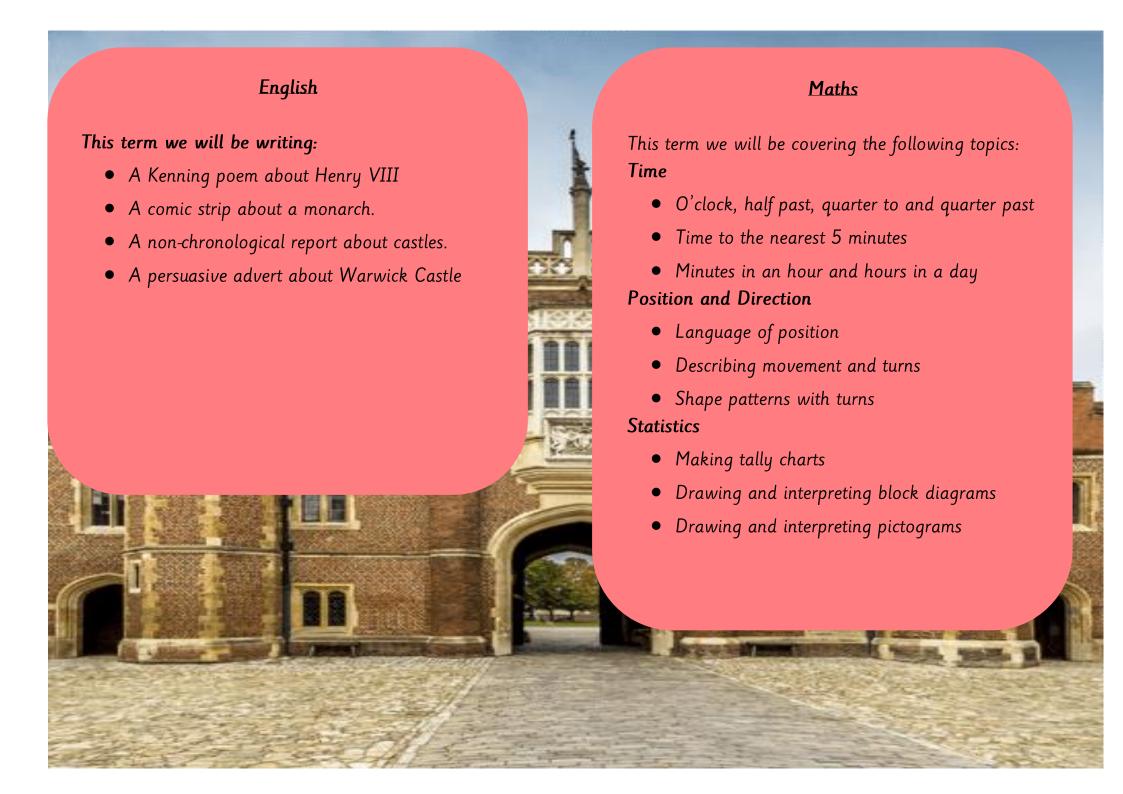
Magnificent Monarchs!

This project teaches children about the English and British monarchy from AD 871 to the present day.

Experiences:

- Visit to Warwick Castle
- Building bee hotels
- Wildlife visitor





Science

Children will learn about growth in animals by exploring the life cycles of some familiar animals. They build on learning about the survival of humans by identifying the basic needs of animals for survival, including food, water, air and shelter.

History

This project teaches children about the English and British Monarchy from AD 871 to the present day. Using timelines, information about royal palaces, portraits and other historical sources, they build up an understanding of the monarchs and then research 6 of the most significant sovereigns.

Design and Technology

This project teaches children about fabric home products and the significant British Brand Kath Kidston. They learn about sewing patterns and using a running stitch and embellishments before making a sewn bag tag.

Art and Design

Children will be learning about portraiture. They analyse the portraits of Tudor monarchs and compare Tudor portraits and selfies today. They use phot editing software to create their own royal portraits.

RE

Children will learn about the importance of Muslims attending Mosques to create a sense of belonging. They will be learning about wudu, Hajj and the five pillars of Islam.

PSHF

Children should understand their role in the class, and wider, community. They should also understand how to save money and spend wisely.

They should also understand the difference between boys and girls and how our bodies change.

Children should also be able to name, recognise and deal with a range of emotions.

Music

This unit of work consolidates the learning that has occurred during the year so far. All of the learning is focussed around revisiting songs and musical activities, a context for the history of music and the beginnings of the language of music. Children will also be getting the opportunity to play the recorder.

Computing

Children will know how to use yes/no questions to separate information and how to construct a binary tree to identify items. They will be able to use a binary tree database to answer questions. They will also know how to use a search feature at a basic level to locate data within a database. Using painting software, they will be about to use features to recreate art pieces and add effects.