Year 2 — Curriculum Map—Autumn 2

Revisit forming lowercase letters of the correct size relative to one another. Form capital letters and digits of the correct size. Use spaces that reflect the size of their letters. Use of the suffixes –ing and –ment. Consolidate the use of expanded noun phrases. Consolidate the use of 'or' and 'but' for co-ordination. Continue to consolidate the use of capital letters, full stops, question marks and exclamation marks.	Recall and use multiplication and division facts for the 2, 5 and 10 tables, including recognising odd and even numbers. Recognise, find, name and write fractions 1/3, 1/4, 2/4, 1/2, 3/4 of a length, shape, set of objects, or quantity. Interpret and construct: pictograms, tally charts, block diagrams and simple tables. Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value. Tell and write the time to quarter past/to the hour and draw the hands on a clock face to show these times.	by squashing, bending, twisting and stretching.	Know that making history means a person doing something so important (good or bad and that may not have been done before) and that is remembered and studied for a long time because of the effect they had on other people's lives, beliefs and ideas. Know that Guy Fawkes conspired but failed to blow up the Houses of Parliament. Know the key achievements of at least one of the following individuals; Florence Nightingale, Grace Darling.	Create a simple mono print. Use drawing skills to develop and share ideas, experiences and imagination. Show increasing control of line and simple 2D shapes when drawing. Cut, tear and join materials to create 3D forms of their ideas.
Music	Computing	RE	French	PSHE
To know some songs have a chorus or a response/answer part. To know that songs have a musical style. To know that rhythms are different from the steady pulse. To know that we add high and low sounds, pitch, when we sing and play our instruments. To know that unison is everyone singing at the same time. Learn the names of the notes in their instrumental part from memory or when written down.	Create and debug simple programs. Program the movement and appearance of an on-screen sprite. Use logical reasoning to predict the behaviour of simple programs. Program sprites to create a short animation. Program a number of sprites to move together. Investigate different ways of triggering movement with code. Create your own sprites appropriate for your game. Program two sprites to interact with each other. Program scene changes in an animation. Design and program a maze game. Use messaging to control sprites in a game.	Consider symbols that are important to me.	To learn to listen carefully to what we hear in French. To begin to become more familiar with the different sounds, pronunciation and letter strings/phonemes of the French language. To begin to learn how to remember and recall words in a different language so that we can say start to remember the names of the four seasons in French. To recognise the names of the seasons in French. To begin to develop and understanding of what happens in the world around us in each season in French.	Know there are stereotypes about boys and girls. Know that it is OK not to conform to gender stereotypes. Know it is good to be yourself. Know that sometimes people get bullied because of difference. Know the difference between right and wrong and the role that choice has to play in this. Know that friends can be different and still be friends. Know where to get help if being bullied. Know the difference between a one-off incident and bullying.