St Benedict's Catholic Academy
Curriculum Information
Year 2
Spring Term

Subject	The children will learn about…	The children will learn to…	Spiritual, moral, social and cultural values will be promoted by…	Key skills…
ENGLISH	**Stories from the seas and oceans** **Descriptions** **Instructions** **Non- chronological reports** **Poetry**	• Study the structure and language of fiction and non-fiction texts. • Predict what might happen next in a story and discuss the sequence of events. • Write simple, compound and complex sentences with expanded noun phrases. • Use a range of conjunctions to join sentences together. • Punctuate sentences correctly using . , ? !. • Learn how to use sentences in different forms: statement, question, exclamation, command. • Experiment with rhythm and rhyme. • Explore different layouts of texts for example, sub headings for non-chronological reports.	• Reflect on, consider and celebrate the wonders and mysteries of the oceans • Listen and respond appropriately to the views of others, when working as part of a team. • Gain the confidence to cope with setbacks and learn from their mistakes.	• To use punctuation effectively - ! ? , • Grow in confidence with spelling patterns particularly suffixes -ment, -ness, -ly, -less and -ful. • Compose their own pieces, organising them using appropriate features. • Editing work to check for sense and meaning.
MATHS	**Money** **Multiplication and Division**	• Count money • Compare amounts of money • Calculate with money • Find change • Understand the multiplication symbol and use it to write number sentences	• Children work collaboratively • Gain the confidence to cope with setbacks and learn from their mistakes.	• Count and calculate with money • Find change • 2.5.10 times tables • Doubling and halving • Measure in cm and m, ml and l

	Length and Height **Mass, Capacity and Temperature**	• Use arrays • Count in steps of 2, 3, and 5 from 0 and in tens from any number. • Multiply by 2, 5 and 10 mentally • Use a method of choice to multiply and divide • Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables. • Make equal group- grouping and sharing • Doubling and halving • Measure in cm and m • Compare and order lengths and heights • Solve problems using the 4 operations involving height and length • Compare mass • Measure in grams and kilograms • Solve problems using the 4 operations involving mass • Compare volumes and capacity • Measure in ml and l • Solve problems using the 4 operations involving capacity • Use thermometers and the unit 'degrees celsius' • Use the language of temperature		• Read thermometer
RE	**Christmas** **Jesus: Teacher and Healer** **Forgiveness** **Lent**	• Explore key imagery in the New Testament. • Learn about and explore signs of God's care and blessings in Scripture. • Learn to use and join in prayers from Scripture and Tradition. • Become familiar with the signs and symbols used by the church.	• Children will be taught to think of others, listen well to others' points of view and try to imagine others' points of view, especially those who live in difficult circumstances	• Group work, discussion • Thinking skill • Reading skills • Empathetic writing • Interpreting symbolism • Sequencing skills • Research

		• Know the journey of the Wise Men Become familiar with the miracles of Jesus Regular Collective Worship. • Know the meaning of forgiveness • Prepare for Easter during Lent.		
PE	**Gymnastics** **Rugby** **Hockey**	• Learn about warming up the body and cooling down after exercise. • Developing balance, agility and co-ordination. • Work with peers to produce and original dance/performance	• Working as part of a team • Encouraging one another to manage challenges	• Develop flexibility, strength, technique, control and balance. • Perform movements and compare and improve performances.
ICT	**e-safety** **Simple programming** **Researching**	• Use technology safely and respectfully, keeping personal information private. • Know who to go to for help and support if they have any concerns about content or contact on the internet. • Understand what an algorithm is and how they are implemented as programs on digital devices. • Create and de-bug a simple program • Use search engines to find relevant information.	• Considering the safety of their peers and themselves in relation to them being made in the image of God.	• E-safety knowledge. • Working as part of a group. • Logical reasoning.

Year 2 Land Ahoy!

This half term I will learn the following skills and knowledge:

Geography

Knowledge

To names the 5 oceans around the world.
To name some different seas around the world, including those around the UK.
To know all of the compass points.
To know that maps have co-ordinates and how to use them.
To know how to use a key on a map.
To know that the Earth is 70% water.
To know the difference between tropical and British islands.
To know how weather is different at sea.
To know and use geographical vocabulary to describe physical and human features.
To know some geographical features of Spain, India and the Caribbean.

Skills

To use maps, atlases and globes to locate and label oceans, seas and countries across the world.
To find landmarks on a map using co-ordinates.
To devise a simple map using co-ordinates.
To construct basic symbols in a key.
To use locational and directional language including compass points.
To ask and answer geographical questions about a place.
To use a range of sources to research the features of different countries.
To understand geographical similarities and differences between tropical and British islands.
To explore the advantages of living in different places.
To express own views about a place, giving reasons to support.
To research patterns in weather out at sea.

History

Knowledge

To know what a 'pirate' is.
To know the names of famous pirates from the past.
To know that Blackbeard lived around 300 years ago and key facts about his life.
To know that pirates were a problem in the 1700s
To know that the Royal Navy captured and killed pirates.
To know that a reward for a pirate was £15.
To know that pirates had a lucky mascot at the front of their boat.
To know key facts about Anne Bonny.
To know the different roles a pirate had on board a pirate ship.
To know that pirates exist today but in a different way.

Skills

To create a timeline of famous pirates.
To ask and begin to answer questions about events in the past.
To research key facts about Blackbeard using a range of sources
To research key facts about Anne Bonny using a range of sources.
To compare and contrast pirates over time.
To communicate knowledge about famous pirates in a variety of ways including written, pictorial and through drama.
To research what life on board a pirate ship was like.
To research the history of the Royal Navy.

Art

Knowledge

To know that Hokusai produced 'The Great Wave of Kanagawa' in the early 1800s.
To know how the 'The Great Wave of Kanagawa' is composed.
To know the techniques Hokusai used.
To know how artists use colour and texture to convey the mood and atmosphere of different places.
To know how to mix primary colours to make secondary colours.
To know how to change the shade of a colour.
To know warm and cool colours.

Skills

To explore the work of artists from different cultures.
To be able to share my ideas and opinions about artwork.
To create a piece of artwork in response to Hokusai's work.
To use a sketchbook to develop my ideas.
To experiment with visual elements- line, shape and colour
To compose a painting thinking about the foreground, middle ground and background.
To layer different media e.g. crayons, charcoal, paint.
To mix colours shades and tones effectively with paint.
To develop skill and control when drawing and painting.

Technology

Knowledge

To know where different tropical fruit comes from and how it is grown.
To know the importance of eating fruit each day.
To know and use relevant technical and sensory vocabulary.
To know the properties of different materials.
To know how structures can be made stronger, stiffer and more stable.

Skills

To taste and evaluate a range of tropical fruit.
To select from a range of fruit according to their characteristics e.g. colour, texture and taste.
To use simple utensils and equipment to peel, cut, slice and chop fruit safely and hygienically.
To generate and communicate ideas through talking and labelled drawings.
To select from and use a wide range of materials according to their characteristics.
To assemble, join and combine materials in order to make a model pirate ship.
To evaluate ideas and products against a design criteria e.g. model pirate ship floats and is water-tight)

Year 2 Uses of Everyday Materials

This half term I will learn the following skills and knowledge:

Science	
Knowledge	**Skills**
To know the names of everyday materials- wood, metal, plastic, glass, brick, rock, paper and cardboard. To know how materials change due to environmental factors. To know the different uses of everyday materials. To know what recycling means. To know why people recycle. To know how to recycle in my local area. To know the symbols for a recyclable product. To name the process invented by John McAdam. To know the work of John Dunlop. To know the work of Charles Macintosh.	To compare the suitability of different everyday materials. To demonstrate and explain how shapes of objects made from some materials can be changed by squashing, bending, twisting and stretching. To suggest ways of recycling. To explain the basic process of recycling. To explain the advantages of recycling. To explain how recycling impacts positively on the environment. To record my observations. To gather and record data. To use my observations, ideas and experiences to ask and answer simple questions. To use books and the internet to carry out research about a scientist.

Year 2 Disney around the World

This half term I will learn the following skills and knowledge:

Geography	History
Knowledge To know what an aerial photograph is. To know the four elements: air, earth, fire and water. To know how aerial photographs are taken. To know the key vocabulary for physical features: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley and vegetation. To use the key vocabulary for human features: city, town, village, factory, farm, house, office, port, harbour and shop. To know where Hawaii is on a map. To know the three countries of Scandinavia. To know where Scandinavia is on a map. To know why the weather and temperature in Hawaii and Scandinavia differs. To know that Hawaii is part of the USA.	**Knowledge** To know how cartoons were made in the 1920s. To know how animated films are made in the 2020s. To know when Walt Disney was born. To know where Walt Disney was born. To know what the first Disney film was.
Skills To use key vocabulary to identify and describe the physical and human features of a place. To be able to compare and contrast features in Hawaii and Scandinavia. To use an atlas to locate countries around the world. To describe whether a country is North or South of the equator. To use Google Earth to explore aerial photographs. To explain how the four elements contribute to life on Earth. To observe and describe physical and human features in the local area using basic fieldwork techniques e.g. note taking, photos, videoing, sketches	**Skills** To place events in chronological order. To explore which historical periods Disney films are set in. To explore whether Disney films are a reliable as a historical source. To explore how film-making has changed over time. To present my findings in a variety of ways. To use sources to research famous historical people. To compare and contrast Disney films over the last one hundred years.
Art	**Technology**
Knowledge To know key facts about Eduardo Jordan. To know the style of work Eduardo Jordan creates. To know what Aboriginal art is. To know where Aboriginal art originates from. To know the techniques used to create Aboriginal Art. To know how artists use colour to convey mood. To know warm and cool colours. To name the primary colours. To name different types of paint and their properties.	**Knowledge** To know how simple 3-D textile products are made, using a template to create two identical shapes. To know how to join fabrics using different techniques e.g. running stitch, glue, over stitch, stapling. • To know how to thread a needle. To know how to use tools safely. To know and use technical vocabulary relevant to the project.
Skills To mix primary shades and tones. To select appropriate colours to replicate Aboriginal Art. To communicate reasons for colour choices. To select the appropriate equipment and materials to create their own artwork based on that of the Aborigines. To explore printing with a range of materials. To use printing techniques to create artwork.	**Skills** To design, make and evaluate a glove puppet of a Disney character for a young child. To generate, develop and communicate their ideas through talking and drawing. To select from and use a range of tools and equipment to perform practical tasks such as marking out, cutting, joining and finishing. • To select from and use textiles according to their characteristics. To explore and use different finishing techniques To evaluate their ideas throughout and their final products against original design criteria.

Year 2 The Environment

This half term I will learn the following skills and knowledge:

Science	
Knowledge	**Skills**
To know the process of melting. To know how to set up a simple test. To know how to generate questions. To know how to sort objects. To know the meaning of the word 'endangered.' To know what is meant by recycling. To know how recycling has an impact on the environment. To know the different animal groups. To know what is equipment is used to measure liquids. To suggest ways to reduce, reuse and recycle. To think of a way to teach people to conserve energy. To answer questions about an animal they have researched.	To set up a simple test. To measure and record the time taken for ice to melt. To sort objects into groups. To generate questions about the rainforest. To sort rainforest animals into groups. To ask questions about endangered animals. To compare two different measurements. To draw a simple conclusion from the results of a test. To identify the material of an object. To make a survey using tallying. To use different sources to find out answers to questions. To measure and record an amount of water in ml.