



TELSCOMBE CLIFFS PRIMARY SCHOOL
CURRICULUM MAP 2020-2021
YEAR 2

Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
English	Reading: Just So Stories Writing: Entertain Narrative (Journey Tale)	Reading: A Christmas Carol Writing: Entertain Narrative	Reading: Ice Trap Writing: Inform Non-chronological report (Antarctica)	Reading: Ice Palace Writing: Inform Letter	Reading: Legends of King Arthur Writing: Narrative (Character description)	Reading: Greek Myths Writing: Entertain Poetry (Innovation of two poems)
Mathematics	- Number and place value - Addition and subtraction	- Multiplication and division - Measurement (length, mass, temperature)	- Statistics - Measurement (money)	- Geometry - Fractions	- Measurement (time and volume)	- Consolidation
Science	Biology: Animals including humans	Biology: Animals including humans	Biology: Living things and their habitats	Biology: Living things and their habitats	Biology: Plants	Chemistry: Materials
Computing	Programming	Testing games	Digital photography	Researching	Emailing	Collecting data
E -Safety	Online safety guidelines	Online bullying awareness	Safe searches	Strong passwords	Solving online safety problems	Game ratings
History	Victorians				Castles and monarchy	
Geography	Local Study of Brighton		Antarctica			
Music	Afropop/South African: Hands, Feet, Heart	Rap/improvisation: Ho Ho Ho	Rock: I Wanna Play in a Band	Reggae: Zootime	Pop: Friendship Song	Classical: Reflect, Rewind & Replay
Art	Colour	Pattern	Shape and Line	Shape and Form	Texture	
DT	Textiles	Cooking and nutrition	Mechanics		Construction	Use of materials

RE	Christianity: What did Jesus teach?	Christianity: Christmas (incarnation)	Judaism: Passover	Christianity: Easter (resurrection)	Judaism: The Covenant	Judaism: Rites of Passage and good work
PE	Real PE: Personal cog	Real PE: Social cog	Real PE: Cognitive cog	Real PE: Creative cog	Real PE: Physical cog	Real PE: Health and Fitness cog
PSHE	Being me in my world	Celebrating differences	Dreams and goals	Healthy Me	Relationships	Changing Me