## Kingfisher class (Year 2) curriculum overview

Orange - Science Brown - Geography Purple - History

Pink - Music Bright Blue - RE

Pale Blue-PSHCE

Grey Blue-PE

Autumn I Famous People - A shore thing!	Christmas Nativity	Spring I Superheroes	Spring 2 To infinity and beyond	Summer I All creatures great & small	Summer 2 Weeeeeds
Uses of everyday materials Lives of significant individuals in the past Significant historical events, people	Sing and perform Pitch, dynamics, tempo and timbre	Movement Jesus: Teacher and Leader	7 continents and 5 oceans UK countries, cities and seas World Maps and Globes	Animals including humans Habitats Jewish / Muslim or Hindu family	Plants Self and Community Healthy and Safer Lifestyles 9: Personal safety
and places in their own locality The Great Fire of London Events beyond living memory Harvest and Thanksgiving People in Christianity Celebrations Myself and My Relationships 6: Family and friends, 7: Anti-bullying, 8: Managing change	Christmas story Dance	Economic Wellbeing 1: Financial capability Gym-body shape	Compass directions Lives of significant individuals in the past. Significant historical events, people and places in their own locality Healthy and Safer Lifestyles 10: Sex and relationship education	Healthy and Safer Lifestyles 8: my wonderful body Events beyond living memory Timbre  Swimming	Pitch, composition and performance
Citizenship 5: Rights, rules and responsibilities Famous musicians Timbre and notation Fundamentals Games- Throw, catch, roll and strike Gym- rocking and rolling			Conflict Resolution Composition Dance	Athletics Games-foot control	

Skills to be developed over the year Art A1 range of materials to design and make A2 drawing, painting and sculpture A3 develop range of techniques (colour, pattern, textures, line, shape, form and space) A4 range of artists, craft makers and designers

**Design and Technology** A1 Design –design and generate A2 Make a) using tools and equipment b)use range of materials and components A3 Evaluate a) existing products b) own products A4 technical knowledge a) build and explore structures b)mechanisms

**Computing** E-safety- use range of technology safely and respectfully, keeping personal information private. Develop awareness of online risks. Identify sources of support and who to share information with. *Autumn term revisit ICT acceptable use policy. Also covered within PSHCE.* 

Programming- a) ) understand digital devices follow instructions (algorithms) within programs b) create and debug simple programs to achieve specific goals c)reasoning to predict simple programs d) solve real and imaginary problems on and off screen. Digital literacy- create (still and moving images, text), organise, store, manipulate and retrieve digital content Understanding technology- common uses of IT beyond school which are not included in daily routines.