

Year 2 Curriculum Map 2026 - 27



	Autumn 1 (7 weeks & 2 days)	Autumn 2 (7 weeks)	Spring 1 (6 weeks)	Spring 2 (5 weeks)	Summer 1 (7 weeks)	Summer 2 (6 weeks & 3 days)
Maths	Numbers to 100 (Place value) Addition and subtraction	Multiplication – 2,5 and 10s Division – 2, 5, 10	Fractions 2D Shape 3D Shape	Picture graphs Money Time	Length Mass Temperature	Volume Recapping topics
English	Fiction – Character: Troll Swap	Non-Chronological Report: The Owl who was Afraid of the Dark	Fiction – Adventure: The Dragon Machine	Recount – Diary: Major Glad, Major Dizzy	Letter: The Last Wolf	Fiction – Moral: Grandad's Secret Giant
History	History: How was school different in the past? Exploring how schools have changed over time by comparing schools today with those from the past.		History: How did we learn to fly? Learning about the history of flight by placing significant events on a timeline and discovering the individuals who helped shape aviation.		History: What is a monarch? Understanding the role of a monarch and how it has changed over time as well as identifying the purpose, structure and evolution of castles.	
Geography	Geography: Would you prefer to live in a hot or cold place? Examining climate zones and locating hot and cold places around the world.		Geography: Why is our world wonderful? Exploring the geography of the UK and the wider world by identifying key features of the UK, naming the oceans and locating them on a world map.		Geography: What is it like to live by the coast? Exploring coastal environments by locating the seas and oceans surrounding the UK and investigating the physical features of the Jurassic Coast.	
Science	Science: Living things - Habitats Identifying what living things need to survive by exploring the life processes shared by all living things.	Science: Living things – Micro habitats Asking questions about minibeasts and using scientific enquiry methods to find answers.	Science: Uses of everyday materials. Investigating how the properties of materials make them suitable for different uses.		Science: Animals, including humans: Life cycles and health. Exploring animal life cycles and survival by investigating how animals grow, change and meet their basic needs.	Science: Plants- Plant growth. Investigating seeds, bulbs and plants and recognising the conditions required for germination and healthy plant growth. Science: Plant-based materials. Considering ways to reduce, reuse and recycle by applying knowledge of material properties to solve practical problems.

RSE & PSHE	My healthy self: How can we look after our bodies? Building understanding of how daily habits support physical health; exploring benefits of movement, sleep, healthy eating, hydration and dental care; applying knowledge to create a healthy daily routine.	Connecting with others: How can I build safe, kind and caring relationships? Celebrating individual and family diversity; exploring personal boundaries; understanding features of healthy relationships and how to seek help.	The online world: How are things shared online? Developing understanding of how information, images and content are shared digitally, and what this means for privacy and safety. Keeping safe (Safety month): water safety, road safety, personal safeguarding, first aid Relationships and Sex education unit (RSE)	Citizenship: How do people belong to a community and earn money? Exploring belonging, community roles and the concept of earning and spending money.	Growing up: How can we look after and respect our bodies as we grow? Learning how people grow and change as they get older; recognising physical changes; naming private body parts correctly; understanding privacy, personal boundaries and who can help.	Staying safe: How can I make safe choices in different places? Developing understanding of safe and unsafe situations in different environments and practising safe decision-making.
Computing	Computing systems and networks Developing understanding of how computers work individually and as part of networks; exploring how data is stored and shared across devices.		Programming: MakeCode, Using MakeCode to create and modify simple programmes; developing understanding of sequences, loops and events in block-based coding.		Creating media Using digital tools to produce and edit creative content including images and text; developing understanding of how digital media can be used for a range of purposes and audiences. Online safety Learning key principles of staying safe online; understanding personal information, screen time and how to respond if something online makes them feel uncomfortable.	
Religion & Worldviews	Deities – Who is a Christian and what do they believe?	Life of Jesus – Why does Christmas matter to Christians?	Creation – Who made the world?	Salvation - What do Christians do at Easter and why is it important?	Teachings – Why is Jesus important to Christians?	Life – Who influences our lives?
Music		Call and response (Theme: Animals) Using instruments to represent animals;		Instruments (Theme: Musical storytelling) Learning how events, actions and feelings		Pitch (Theme: Musical me) Exploring the song Once a Man Fell in a Well,

		copying rhythms and creating call and response rhythms.		within stories can be represented by pitch, dynamics and tempo.		playing it using tuned percussion and reading simple symbols representing pitch.
Art	Art and design: Drawing understanding tone and texture. Exploring how artists use tone and texture and applying these techniques in observational drawings.		Art and design: Painting and mixed media: Life in colour. Investigating collage techniques through the work of Romare Bearden, focusing on colour mixing and creating texture using different tools.		Art and design: Sculpture and 3D - Clay houses. Developing their ability to work with clay, pupils learn how to create simple thumb pots and explore the work of sculptor Rachel Whiteread.	
DT	DT: Mechanisms and levers. Investigating different types of levers and how they work in everyday mechanisms.		DT: Cooking and nutrition: Balanced diet. Discovering the importance of a balanced diet and creating a tasty, balanced wrap to meet a design brief.		DT: Structures: A chair for a bear. Investigating strong shapes and the properties of stiff and flexible materials by designing a chair inspired by the story 'There's a Bear on My Chair'.	
PE	Multi Skills	Rugby Fundamentals	Gymnastics	Football	Athletics	Kwik Cricket
	Ball Skills	Ball Skills	Dance	Indoor Athletics	Tennis	Ball Games