


<p>Science – Everyday Materials</p> <ul style="list-style-type: none"> Know and identify a variety of common materials and explain where they come from. Know how to explain which material a variety of common objects are made from. Know how to use scientific vocabulary to describe and explain the use of materials. Know and identify materials that are inappropriate for certain uses and offer alternatives. Know and explain the use of opaque and transparent. Know how carry out at experiment to test whether a material is opaque or transparent. <p>Properties of Materials</p> <ul style="list-style-type: none"> Know how to identify physical properties and explain their use. Know and explain the physical properties of everyday materials and the reason this material is used. Know how to group and compare everyday materials on the basis of their simple physical properties. Know and explain why different objects are made from waterproof and absorbent materials. Know how to devise their own experiment to test which materials are waterproof and which aren't. Know how to explain why a material is magnetic. 	<p>DT: Mechanisms – Making a Vehicle</p> <ul style="list-style-type: none"> Know and explain how you could use an axle to make a wheel move and how they could secure this mechanism to the vehicle. Know and explain why the vehicle isn't moving and how it could be adapted so that it moved more easily. Know how to use units of measurement to accurately design a moving vehicle. Know how to build a moving vehicle and explain how their model works. Know how to evaluate their ideas and products against design criteria. <p>Art: Paul Klee</p> <ul style="list-style-type: none"> Know and discuss the similarities and differences in how Paul Klee used line and shape in his work. Know how to explore how different lines create an effect. Know how to create tone using a variety of pencil grade (HB, 2B, 4B) to draw light/dark lines in a value line. Know the difference between geometric and organic shapes in art and how they can be used to create different effects. Know how to use different lines effectively to create shapes and add tone when creating a piece of abstract art inspired by Paul Klee. Know how to discuss their own work and peers work: referring to the effectiveness of simple techniques used. 	<p>Maths:</p> <ul style="list-style-type: none"> Place Value Addition and Subtraction Money <p>This term Year 2 will begin the year by identifying and representing numbers in different ways, up to 100. They will practise counting in steps of 2, 3, 5 and 10 and will be able to identify the place value of each digit in any number up to 100. The children will then begin to add and subtract fluently using numbers up to 100 using concrete and pictorial representations to help them. They will also use the language of comparison to describe the relationship between numbers. Finally, pupils will develop their knowledge of money, using coins and notes to create different totals and to solve problems in a range of contexts.</p>
<p>RE</p> <p>Families – The children will learn about families. They will look at ways our family and God loves us and cares for us. They will look at and write prayers to show how God loves us and cares for us and identify ways Jesus' own family loved and cared for him.</p> <p>Belonging – In this topic, we will be the sacrament of Baptism. We will recognise and talk about how we belong to Jesus' family. We will recognise, talk about and describe what happens in a Baptism and the symbols we see during it.</p> <p>Judaism – During this topic, we will focus on Abraham and his family and learn about how Moses led the Jewish people to freedom and showed his qualities as a good leader.</p> <p>Waiting – In this topic, we will be focusing on times it is necessary to wait. We will identify ways to show our love during advent and how to describe parts of the advent wreath. We will also learn to recognise and retell the Annunciation, Visitation and Christingle story.</p>	<p>Year 2</p> <p>Curriculum Map</p> <p>Advent 2024</p>  <p>History: Toys</p> <ul style="list-style-type: none"> Know how to find out about toys in the past. Know and describe the toys our grandparents played with and how they are different to ours. Know the chronological order of toys that were popular up to 100 years ago. Know how to describe how toys are sorted into old and new. Know and explain why Barbie has changed over different time periods. Know and explain how toys are different and how they are the same. <p>Geography: Locational Knowledge - Nottingham</p> <ul style="list-style-type: none"> Know which country Nottingham is in and where Nottingham is in the UK. Know how to use a map to locate places in their classroom/school. Know where St Augustine's school is in relation to the parish church and use a map to locate them. Know St Augustine's school is surrounded by houses, flats and main and side roads. Know how to use a map and atlas to locate Nottingham and kev landmarks. 	<p>English:</p> <p>Fiction: Writing to entertain</p> <p>We will be focussing on the retelling stories and creating diaries. We will focus on using developing our punctuation skills, using descriptive language and using the correct tense to show what has happened in the past.</p> <p>Fiction: Letter Writing and Narrative Poetry</p> <p>We will begin by identifying common features of texts and how we can recreate them. We will look at using descriptive language to improve our writing and how punctuation affects a sentence. Pupils will practice using question marks and commas to create different effects. Finally we will look at how subordinating conjunctions can be used to add extra information to a sentence.</p> <p>Computing – Technology around us</p> <ul style="list-style-type: none"> Know how to explain how these examples of technology help us. Know the function of the key parts of a computer Know that different computers have different mice but they all perform the same function Know that the space bar separates words and the backspace deletes letters. Know how to combine keyboard skills with mouse skills. Know why we should follow rules when using a computer and consequence if we don't follow them. <p>Moving a robot</p> <ul style="list-style-type: none"> Know how to predict what the outcome of a command might be. Know why a computer needs short and clear instructions. Know how to predict what an algorithm will look like. Know how create a program for a specific purpose. Know how to debug (correct) a program if it doesn't work.
<p>PSHE: Created and Loved by God</p> <ul style="list-style-type: none"> Know that Jesus never leaves us out. Know how God welcomes us and we can welcome others. Know how to describe how to live in order to enter The Kingdom of Heaven. <p>Media Literacy and Digital Resilience</p> <ul style="list-style-type: none"> Know and explain the role of the internet in everyday life. Know and explain why not all information seen online is true. Know and explain ways we can stay safe online. 		<p>Music:</p> <ul style="list-style-type: none"> To know the style of rock music through listening. Know how to read and play using letter notation Know how to improvise by clapping and playing tuned instruments. Know how to lead a call and response. Know how to compose a short rhythmic phrase using crochets, paired quavers, and crochet rests. Know how to perform a full song with implemented improvisation and call and response sections.