



Year 2 Curriculum Overview 2025-26

Summer 1 - 2026

	13.4.26	20.4.26	27.4.26	4.5.26	11.5.26	18.5.26
Key Events	Big Adventure		Visit to Horse Farm	Bank Holiday		
Focus weeks						
Trip/ Visitor			Visit to Horse Farm			
English	Guided Writing Activities – Setting description, Narrative and Recount			Recount- Meerkat Mail		SPAG and Assessment/ Consolidation
Maths	Multiplication and Division		Fractions		Time	Consolidation
RE	What happened at Pentecost and the Ascension?					
	What does it mean to say goodbye? The Ascension.	What is the most important part of the Ascension story to Christians?	What happened at Pentecost? (story) What was the wind and fire like? How did the disciples change?		Why are hot colours used for Pentecost? What symbols show the Holy Spirit?	What changed after Pentecost? How does the Holy Spirit help Christians today?
PSHE				How can we look after our bodies to stay healthy and safe?	How can we care for our teeth so they stay strong and healthy?	How can we understand our feelings and help ourselves and others?
Science	Which animals live in our school environment?	How are animals and plants 'adapted' to live in their habitats?		Why do animals and plants like to live in different places?	Do all animals eat the same thing?	Which animals hunt, and which animals are hunted?
Geography	What would I wear in a hot or cold place?	How would I describe a hot or cold place?		Where in the world is Mugumareno?	What are the physical and	How is Mugumareno the



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					human features of Mugumareno?	same/different to where I live?
History	Who was Learie Constantine and what is he remembered for?					
Art		<u>Expressive painting and colour mixing</u> How can I make an expressive painting?	<u>Gestural mark making</u> How can I make an expressive painting based on a still life composition?		<u>Stick Transformation Project</u> How can I be inventive with materials? How can I reimagine a familiar object?	<u>Stick Transformation Project</u> How can I reflect on the work created throughout the half term?
Design Technology						
Music	<ul style="list-style-type: none"> • Understand and use notes of different duration • Understand and use notes of different pitch. • Listen actively and mark the beat by tapping, clapping and swinging to the music. • To play a piece of music on a tuned instrument confidently as group and individually. <ul style="list-style-type: none"> • To sing a range of musical songs as a choir 					
Computing	<u>Programming quizzes</u> <ul style="list-style-type: none"> • To explain that a sequence of commands has an outcome <ul style="list-style-type: none"> • To create a program using a given design • To create a background and characters for their design <ul style="list-style-type: none"> • To create coding and understand algorithms • To evaluate their work and give feedback to their peers 					



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PE	<p>Year 2 Games - Piggy in the Middle</p> <p>To demonstrate an underarm throw with some accuracy.</p> <p>To show catching a ball with control.</p> <p>Character - Cooperation - To help others improve their skills of throwing and catching.</p>	<p>Year 2 Games - Piggy in the Middle</p> <p>To throw underarm with accuracy then move into a space.</p> <p>To catch a ball with control.</p> <p>Character - Cooperation - To help others improve their skills of throwing and catching.</p>	<p>Year 2 Games - Piggy in the Middle</p> <p>To demonstrate passing a ball with some accuracy then moving into a space.</p> <p>Character - Honesty - To be honest about the number of passes made as a group.</p>	<p>Year 2 Games - Piggy in the Middle</p> <p>To show a simple tactic in a game</p> <p>To pass a ball with some accuracy then move into a space.</p> <p>Character - Self-belief - To focus on what I can do to improve.</p>	<p>Year 2 Games - Piggy in the Middle</p> <p>To use a simple tactic in a game.</p> <p>Character - Self-belief - To focus on applying a tactic in a game to outwit an opponent.</p>	<p>Year 2 Games - Piggy in the Middle</p> <p>To use a simple tactic in a game.</p> <p>Character - Self-belief - To focus on applying a tactic in a game to outwit an opponent.</p>
	<p>KS1 - Y2 Athletics</p> <p>To throw underarm accurately into a target.</p> <p>To throw as far as possible.</p>	<p>KS1 - Y2 Athletics</p> <p>To throw overarm accurately.</p> <p>To throw overarm for distance.</p>	<p>KS1 - Y2 Athletics</p> <p>To throw using a push and two handed throw for distance.</p> <p>To jump for distance with control.</p>	<p>KS1 - Y2 Athletics</p> <p>To throw using an underarm and overarm throw for distance and accuracy.</p>	<p>KS1 - Y2 Athletics</p> <p>To throw underarm for accuracy.</p> <p>To throw overarm for distance.</p> <p>To complete an obstacle course with speed and agility.</p>	<p>KS1 - Y2 Athletics</p> <p>To throw underarm for accuracy.</p> <p>To throw overarm for distance.</p>