

Hazel Grove Primary School – Medium Term Creative Curriculum Map

Year: 2

Term: Spring 1

Time Allowed: 6 Weeks

Class: SD, PR, KW

Maths – White Rose

- Multiplication.
- Division.
- Word problems and application.
- Fractions.
- Times tables.
- Making decisions daily arithmetic.

English

- Mahatma Ghandi (Little People, Big Dreams)
- Finders Keepers – A Journey Through India.
- Poetry.

RE

- Who is a Christian and what do they believe?

PSHE/SEAL/RA

- Going for Goals.
- Disabilities.
- Health and well-being.
- People who help us.
- Differences between male and female.

Computing

- Using technology safely and respectfully.
- Keeping personal information private.
- Identify where to go for help and support when you have concerns about content or contact on the internet.
- Chicken Clickin' text.

Music – Charanga (pulse, rhythm, pitch, singing, instruments)
PE Passport – Invasion games, dance and gymnastics.

Geography

- Learn about and compare the UK with the rest of the world.
- Contrasting locality.
- Name and locate the world's 7 continents and 5 oceans (The Continents Song).
- Seasons and daily weather patterns in the UK and compare this with another non-European country.
- Understand how a rural African village and Hazel Grove differ.
- Location of hot and cold areas in relation to the equator, north/south poles.
- Use world maps, atlases and globes to identify countries and oceans.

Art (Contrasting Landscapes)

- Work with a range of materials to create contrasting landscapes in the style of Emma Majury.
- Think about what materials best suit the task.
- Develop tearing, cutting and layering paper to create different effects.
- Use imaginations to form simple images from given starting points or descriptions.
- To dye fabrics using tea, red cabbage, beetroot, spinach.

DT (Weaving)

- Learn to weave traditional African patterns with wool.
- Children will generate their own ideas for design, talk about their design ideas and suggest how it could be improved.

Science – Living Things and their Habitats

- Explore and compare differences between things that are living, dead or never alive.
- Identify most living things in habitats that are suited to them and describe how habitats provide basic needs of different kinds of animals/plants.
- Dependency.
- Identify and name a variety of plants and animals in their habitat or microhabitat.
- Describe how animals obtain their food from other plants and animals (food chains).
- Working scientifically:
 - Sort and classify things that are living, dead or never alive.
 - Construct a simple food chain.
 - Find out how conditions affect the number/type of things that live there.

Punctuation and Grammar

- Past and present tense.
- Recap sentence types (statement, command, question and exclamation).
- Recap basic punctuation (capital letters, full stops and finger spaces).
- Commas in a list.
- Possessive apostrophes.
- Contractions.

Spelling

- No Nonsense Strategies.
- 'y' as in fly, sky.
- Contractions.
- -le at the end of the word as in middle.
- Adding -ing, -ed, -er, -est.
- -ey as in monkey.
- Near homophones e.g. quiet/quite.
- Common exception words.

