



GREENVALE PRIMARY SCHOOL – CURRICULUM MAP

Yearly Curriculum Map 2025-26		Year 2					
		Autumn Terms 1&2 EXPLORERS		Spring Terms 3&4 CREATORS		Summer Terms 5&6 ENVIRONMENTALISTS	
English (following 'Pathways to Write')	Text	Look Up! By Nathan Bryon	The Owl Who Was Afraid of The Dark by Jill Tomlinson	The Dragon Machine by Helen Ward	My Name is Not Refugee by Kate Milner	Tidy by Emily Gravett	Grandad's Secret Giant by David Litchfield
	Genre Type	Recount: write a diary entry	Non-chronological report: write a fact sheet about owls	Fiction: write an adventure story with change of character and machine	Recount: write a recount of events from character's point of view	Persuasion: write a letter in role	Fiction: write a story with a moral focus
Maths	Focus	Number: Place Value, Addition and Subtraction	Measurement: Money Number: Multiplication and Division	Number: Multiplication and Division	Number: Fractions Geometry; Properties of shape	Measurement: Length and height and time	Measurement: Capacity and temperature - Statistics
Science	Prog. Of Study	Animal' needs for survival Humans	Materials Sustainability - plastic	Plants (light and dark) Living things and their habitats	Plants (light and dark) Living things and their habitats	Plants (bulbs and seeds) Growing up	Plants (bulbs and seeds) Growing up sustainability - Wildlife
	Focus/Skill	Find out about and describe the basic needs of animals, including humans, for survival (water, food and air) Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene.	Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses. Explore the world around them and raise their own questions	Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy. Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other.	Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other. Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy.	Observe and describe how seeds and bulbs grow into mature plants Notice that animals, including humans, have offspring which grow into adults.	Observe and describe how seeds and bulbs grow into mature plants Notice that animals, including humans, have offspring which grow into adults. Ask simple questions and recognise that they can be answered in different ways.
History	Prog. Of Study		What does it take to be a great explorer?	How do we know so much about where Sappho used to live?	Why was Charles sent to prison?		Why is the history of my locality significant?
	Focus/Skill		Describe, explain, identify, recognise and suggest the achievements of explorers throughout history.	Identify, recognize, describe, suggest reasons, compare and contrast the lives of people in Pompeii 79AD	Recognise, describe, suggest reasons, compare, contrast and offer reasons about the lives of animals and children during WW1		Identify, describe, locate, explain and give reasons for the significance of Chatham.
Geography	Prog. Of Study	Why don't penguins need to fly?				How does the Geography of Kampong Ayer compare with the geography of where I live?	
	Focus/Skill	Identify, recognise, describe, compare, contrast and explain Polar environments				Identify, describe, compare, estimate, observe and contrast	
Computing 'Teach Computing'	Prog. Of Study	Computing systems and networks	Creating Media	Programming A	Data and Information	Creating Media	Programming B
	Focus/Skill	Information Technology Around Us Identify IT and how it is used to improve our world and beyond.	Digital Photography Capturing images for different purposes.	Robot Algorithms Creating and debugging programs, making predictions.	Pictograms Tally chart data, organise and present on a computer.	Digital Music Using a computer as a tool to explore rhythms & melodies, then compose.	Programming Quizzes Designing algorithms that trigger sequences of code for an interactive quiz.
	Online Safety	THEME: Online reputation	THEME: Online bullying	THEME: Online relationships	THEME: Managing online information	THEME: Copyright and ownership	THEME: Health wellbeing and lifestyle



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R.E.	Prog. Of Study	Christianity	Christianity	Judaism	Christianity	Judaism	Judaism
	Focus/Skill	Recall in a simple fashion some of the basic beliefs and practices of Christianity including some information about Jesus, festivals, worship, rituals, symbols and ways of life Show an emerging understanding of what it means to belong to the religions of Christianity	Retell and suggest the meanings of some religious and moral stories from Christianity especially those found in the Christian Bible	Recall in a simple fashion some of the basic beliefs and practices of Judaism including some information about Moses, festivals, worship, rituals, symbols and ways of life Show an emerging understanding of what it means to belong to the religions of Judaism	Retell and suggest the meanings of some religious and moral stories from Christianity especially those found in the Christian Bible Begin to express their own views in conversation and writing about what they are learning about Christianity	Retell and suggest the meanings of some religious and moral stories from Judaism especially those found in the <i>Tenakh (Jewish Bible)</i> Begin to express their own views in conversation and writing about what they are learning about Judaism	Recognise some similar features in both Christianity and Judaism and some differences between them Begin to reflect on some of the ideas about right and wrong (moral/ethical teaching) of Christianity and Judaism
Music	Prog. Of Study	Animals and Ourselves	Toys and Our Land	Our bodies and Number	Story time and Seasons	Weather and Pattern	Water and Travel
	Focus/Skill	Pitch and exploring sounds	Beat and exploring sounds	Beat	Pitch and exploring sounds	Beat and exploring sounds	pitch and performing
Sflt scheme P.E.	Prog. Of Study	Infant Agility	Gymnastics	Dance	Games golf	Games football	Games tennis
	Focus/Skill	Run, throw, balance	Link movements together to create a sequence	Copies and explores basic movements with clear control.	Beginning to develop own games with peers.	Beginning to apply and combine a variety of skills (to a game situation)	Able to apply and combine a variety of skills (to a game situation)
PSHE	Prog. Of Study	What makes a good friend?	What is bullying?	What jobs do people do?	What helps us to stay safe?	What helps us to grow and stay healthy?	How do we recognize our feelings?
	Focus/Skill	Recognising feeling and resolving arguments	Understanding how actions can affect people and how to respond in different situations	Recognise a range of jobs, people's strengths and interests	Understand how to follow rules, keeping safe, identifying risk, online safety	Identify different things that help their bodies to be healthy	Recognise, name and describe a range of feelings
Art	Prog. Of Study	Colour creations			Earth Art Work	Yayoi Kusama	
	Focus/Skill	Identify primary colours, mix secondary colours and create shades of colour.			Recreate a scene using natural materials	Use paint to recreate a painting in the style of Kusama's pumpkins.	
D.T.	Prog. Of Study		Puppets	Perfect Pizza			Vehicles
	Focus/Skill		Investigate, design, make and evaluate a puppet	Investigate, design, make and evaluate a pizza			Investigate, design, make and evaluate a vehicle
Visits	Cross-Curricular link		Jaws and Claws				Kent Life