



	Autumn 2025	Spring 2026	Summer 2026
English Reading	Grandad's Island Aesop's Fables - The Goose that Laid the Golden Eggs Mrs Noah's Pockets Paddington The Christmas Pine	The Quangle Wangle's Hat Coming to England The Street Beneath My Feet The Rhythm of the Rain Little People, Big Dreams David Attenborough	Fantastically Great Women who changed the World Aesop's Fables - The Sun and the Wind Fantastic Mr. Fox
English Writing Introduce = green (Block A) Revisit = orange (Block B)	Strong Start Writing Character descriptions Poems developing vocabulary Simple retelling of a narrative Formal invitations Stories from other cultures	Poetry on a theme (humorous) Non-chronological reports Formal invitations Recount from a personal experience Simple retelling of a narrative	Non-chronological reports Recount from personal experience Character descriptions Poems developing vocabulary Stories from other cultures Poetry on a theme (humorous/poems about change)
Maths	Place Value Addition and Subtraction Shape	Money Multiplication and division Length and height Mass, capacity and temperature	Fractions Time Statistics Position and direction
Science	Living things & their habitats	Uses of everyday materials Animals, including humans	Plants
R.E.	Branch 1: Creation and Covenant CST: <i>Creation and Environment</i> Branch 2: Prophecy and Promise CST: <i>Solidarity</i>	Branch 3: Galilee to Jerusalem CST: <i>Option for the Poor</i> Branch 4: Desert to Garden CST: <i>Rights and Responsibilities</i>	Branch 5: To the ends of the Earth CST: <i>Solidarity</i> Branch 6: Dialogue and Encounter CST: <i>Peace</i>



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Geography	Human and physical geography - local area Fieldwork and Map skills	Comparison of a non-European location with small of UK (London and Nairobi)	Study a small area of a contrasting non-European country - Yanomami people of the rainforest
History	Events beyond living memory-The Great Fire of London	Significant historical events, people and places in our locality- Richard Whitaker	Civil Rights Comparison
Art	Craft and design: map it out To experiment with a craft technique to develop an idea. To develop ideas and apply craft skills when printmaking.	Painting and mixed media: Life in colour Name the primary and secondary colours. Talk about the colour changes and try different tools to recreate a texture and decide which tool works best. Show they can identify different textures in a collaged artwork.	Drawing: Tell me a story Suggest ways to draw a word through marks. Use relevant language to describe how an object feels
D&T	Structures: Baby Bear's chair Explore stability and methods to strengthen structures, to understand Baby Bear's chair weaknesses and develop an improved solution for him to use.	Mechanisms: Fairground wheel Design and create a functional Ferris wheel, learn how different components fit together so that the wheel rotates, and the structure stands freely.	Mechanisms: making a moving monster After learning the terms pivot, lever and linkage, children set to designing a monster that will move using a linkage mechanism. After practising making linkages of different types



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			and varying the materials they use, children can also bring their monsters to life with the gift of movement.
Music	Call and response (theme: animals) The children use instruments to represent animals, copying rhythms and creating call and response rhythms.	Orchestral instruments (Theme: Traditional Western stories) Children are introduced to the instruments of the orchestra and practice identifying these within a piece of music.	Myths and legends Developing understanding of musical language and how timbre, dynamics and tempo affect the mood of a song.
Computing	Computing systems and networks I: What is a computer? When picturing a computer, thoughts are often of a screen, mouse and keyboard. This unit explores exactly what a computer is by identifying and learning how inputs and outputs work, how computers are used in the wider world and designing their own computerised invention.	Programming I: Algorithms and debugging This combination of unplugged and plugged-in activities develops an understanding of; what algorithms are, how to program them and how they can be developed to be more efficient, introduction of loops.	Data handling: International Space Station The International Space Station (ISS) is a fascinating real-world setting for teaching how data is collected, used and displayed as well as the scientific learning of the conditions needed for plants and animals, including humans, to survive.



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	Online safety: Year 2 Learning about online safety, including what happens to information posted online; how to keep things private online; who we should ask before sharing online; describing different ways to ask for, give, or deny permission online					
P.E.	Fundamental Skills Baseline Forest school	Gymnastics/Dance Forest School	Athletics	Net & Wall Forest School	Striking & Fielding	Athletics
PSHE	Me and My relationships Our school rules Bullying and teasing about bullying Being a good friend Feelings/self-regulation	Valuing differences Being kind and helping others Celebrating difference People who help us Listening Skills	Keeping safe Safe and unsafe secrets Medicine safety	Rights and respect Cooperation Self-regulation Online safety Looking after money - saving and spending	Being my best Growth Mindset Looking after my body Hygiene and health Exercise and sleep	