Bletchingley Village Primary School

Curriculum Map: Year 2, Spring 1			Educational Visits (where appropriate):
Subject	**Unit: Destination Question and Key Learning**	**Key vocabulary**	**Home learning**
Maths	**Introduction to Multiplication** ▪ Pupils explain that objects can be grouped in different ways ▪ Pupils describe how objects have been grouped ▪ Pupils represent equal groups as repeated addition ▪ Pupils represent equal groups as repeated addition and multiplication ▪ Pupils explain and represent multiplication when a group contains zero or one items ▪ Pupils identify and explain each part of a multiplication equation ▪ Pupils use knowledge of multiplication to calculate the product ▪ Pupils represent the two times table in different ways ▪ Pupils use knowledge of the two times table to solve problems ▪ Pupils explain the relationship between adjacent multiples of two ▪ Pupils explain that factor pairs can be written in any order ▪ Pupils represent counting in tens as the ten times table, counting in fives as the five times table, ▪ Pupils represent the ten and five times table in different ways ▪ Pupils explain the relationship between multiples of five and ten and use it solve problems ▪ Pupils explain how a factor of zero or one affect the product ▪ Pupils double and halve two-digit numbers ▪ Pupils explain how halving and doubling are related ▪ Pupils explain what each factor represents in a multiplication story when one of the factors is one ▪ Pupils use knowledge of the two, five and ten times tables to solve problems ▪ Pupils explain how a multiplication equation with two as a factor is related to doubling **Introduction to division structures**	Factor Equal Greater than Less than Fewer than Multiply Adjacent Multiple Zero Product Repeated addition	Manipulatives - MathsBot.com Maths - Topmarks Search Times Tables Rock Stars – Times Tables Rock Stars (ttrockstars.com) NumBots | Motivational maths practice for schools and families. KS1 Maths free game - Karate Cats - Primary school times tables, division, shapes, fractions - BBC Bitesize

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	▪ Pupils explain that objects can be grouped equally and when they can't ▪ Pupils explain the relationship between division expressions and division stories ▪ Pupils use their knowledge of skip counting and division to solve problems relating to measure ▪ Pupils calculate the number of equal groups in a division story ▪ Pupils explain that objects can be shared equally ▪ Pupils use their knowledge of division to solve problems ▪ Pupils skip count using the divisor to find the quotient	Division Divide Group Equal Unequal Skip count Share Quotient Divisor	
English	**Text: The journey home** Focus: dialogue Story type : journey **Text: The journey home (a letter)** Writing a letter, persuasion. ▪ Choose and decide how a character feels, thinks or behaves and show this through what they say – "I'm scared!" ▪ Use powerful synonyms for 'said' that reveals how a character said something – hissed, squealed, roared, whispered ▪ Use said plus an adverb that adds emotion – he said nervously ▪ Write what is said, starting with a capital letter, and the punctuation inside a speech bubble ▪ Start a new line for each speaker ▪ Start the spoken words with a capital letter	Inverted commas Dialogue Speech Conversation Capital letter Full stop Question mark Noun Adjective Verb Problem Journey Obstacle character	How do you have a conversation? KS1 English - BBC Bitesize BBC iPlayer - Bitesize Daily: 5-7 Year Olds - English: 4. Dialogue BBC iPlayer - Bitesize Daily: 5-7 Year Olds - English: 4. Dialogue
Science	**Uses of Everyday Materials** **Pupils will learn to:** ▪ Name objects with the same use that are made from different materials. ▪ Name materials that are used to make objects with different uses. ▪ Recognise that stretching, twisting, bending and squashing can cause some solid objects to change shape. ▪ Name properties that make materials suitable for their use. **When working scientifically, pupils will learn to:**	elastic fabric flexible glass material metal object plastic property record squash stretch twist wood push pull	Everyday materials - BBC Bitesize Changing shape of materials - BBC Bitesize Material properties | WowScience - Science games and activities for kids

	▪ Measure using non-standard units. ▪ Recording results in a table. ▪ Use data to answer a simple question. ▪ Record results in a block graph.	rock suitable	
RE	**Who is Allah and how do Muslims worship him?** **Key Questions:** 1. Which words would you use to describe an important person for you? How do your actions show that someone or something is important to you? 2. I wonder what Muslims say Allah is like? 3. How do some Muslims get ready to talk to Allah? Why? 4. How do Muslims talk to Allah? Do you think it might feel lonely praying on your own? 5. Why it might be important for some Muslims to meet at the mosque to pray together on a Friday? 6. Who is Allah, and why do Muslims worship Him?	Allah – the Muslim name for God, in Arabic Islam – the religion of Muslims, which focuses on the worship of Allah and the teachings of the Prophet Muhammad Muslim – a follower of the religion of Islam, Prayer –connecting with God, often using words Arabic – the language that is spoken in many Muslim countries, which is used in Muslim worship Salah – the Muslim word for prayer Worship – giving your time and attention to something, which for Muslims, often means praying to Allah Wudu – the special way that Muslims wash before prayers Makkah – the Holy City of Islam Mosque / 'masjid' – the place of worship for Muslims	
Art	**Painting and Mixed Media: Life in Colour** **Pupils will learn to:** ▪ Share their ideas about a painting. ▪ Describe the difference between a tint and a shade. ▪ Mix tints and shades by adding black or white paint. ▪ Discuss their real-life experiences of how colours can appear different. ▪ Use tints and shades to paint an object in 3D. ▪ Try different arrangements of objects for a composition, explaining their decisions. ▪ Produce a clear sketch that reflects the arrangement of their objects. ▪ Create a final painting that shows an understanding of how colour can be used to show light and dark, and therefore show three dimensions. ▪ Paint with care and control to make a still life with recognisable objects.	collage detail mixing overlap primary colour secondary colour surface texture	Sketchpad - Draw, Create, Share!
Music	**Charanga, Unit 3: Inventing a Musical Story** Music is used for many reasons and can help us to tell a story and express our feelings. Music can be loud or soft, fast or slow, smooth and connected, or short and detached. We can also use instruments with different sounds to help communicate a story and different emotions. Explore the music in this unit and try to connect your feelings with what you hear. Do any of the songs tell a story? Use the music in this unit to explore loud and soft sounds.	Fast Slow Pulse Rhythm Beat Upbeat Loud Like Dislike Prefer	

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	Social Question: How Does Music Make the World a Better Place? **Musical Learning:** Singing and listening are at the heart of each lesson. Play, improvise and compose using a selection of these notes: C, D, E, F, G, A, B♭, B	Quiet High Low		
Computing	**Programming A: Moving a Robot** ▪ Explain what a given command does ▪ Predict the outcome of a sequence involving up to four commands ▪ Match a command to an outcome ▪ Understand that a program is a set of commands that a computer can run ▪ Know that a series of instructions can be issued before they are enacted ▪ Predict the outcome of a command on a device ▪ Run a command on a floor robot ▪ Choose a command for a given purpose ▪ Choose a series of words that can be enacted as a program ▪ Build a sequence of commands in steps from a given starting point ▪ Combine commands in a program ▪ Run a program on a device ▪ Debug a program to correct errors	Robot Sequence Command Outcome Movement Computer Instruction Follow Purpose	Program Debug Error Device	
PSHE	**Economic Wellbeing** **Pupils will learn to:** ▪ Explain some ways adults get money. ▪ Discuss the role of bank account cards. ▪ Recognise wants and needs. ▪ Recognise the difference between a want and a need. ▪ Identify their skills and talents. ▪ Identify ways to develop their skills and talents. ▪ Explain why treating people equally and inclusively is important.	bank account debit card diversity electronic equality prioritise skill	survive transaction wages want withdraw	Money matters | KS1 Citizenship | Primary - BBC Bitesize
Geography	**Why is our world wonderful** **Key questions** ▪ What are some of the UK's amazing features and landmarks? ▪ Where are some of the world's most amazing places? ▪ Where are our oceans? ▪ What is amazing about our local area? ▪ Why are natural habitats special? ▪ How can we look after natural habitats? **Unit outcomes**	aerial photograph capital city continent country data collection fieldwork	locate location map north physical feature ocean OS map river sample	Year 2 Year 2 Geography - BBC Bitesize Google Earth

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	▪ Identify and locate characteristics of the UK on a map. ▪ Identify human and physical features. ▪ Locate human and physical features on a world map. ▪ Explain the difference between oceans and seas. ▪ Name and locate the five oceans on a world map. ▪ Use an aerial photograph to draw a simple sketch map. ▪ Collect data by sketching findings on a map and completing a tally chart. ▪ Present their findings in a bar chart.	human feature key lake land landmark	sea scale symbol tally chart vegetation	