

Cygnus Academies Trust Year 2 Curriculum Map

Topic 1: Aspirations

Question: What do I want to be when I grow up?

Main outcome: Work for aspirations and dreams folder; corridor display

Topic 2: Geography – Map work, geographical vocabulary, comparing different areas.

Key Question: Where are we?

Subject	Science	Geography	History	DT	Art	Computing	Music	PE	MFL	PSHE	RE
Areas of learning	Everyday materials Animals including humans	Local area comparison		Construction Use of materials	Charcoal/ Drawing	Editing images Word processing	Rhythm and pitch	Gymnastics Travelling Pathways Games Aiming hitting kicking Dribbling hitting kicking	Numbers Food and drink	Caring Cooperation Courage Helpfulness Kindness	Christianity
Unit question	How do we change as we age?	Where are we?		How do we decide what to use to make something?	How can you show what you see around you?	How can you safely share information about where you are?					

Main outcome: Main outcome: Corridor display, charcoal drawings of human and physical feature of Dartford and Herne Bay, map work using keys.

Topic 3: History - Life in the past and comparing it to life now

Key Question: Were there really any tomb raiders?

Subject	Science	Geography	History	DT	Art	Computing	Music	PE	MFL	PSHE	RE
Areas of learning	Food hygiene Animals including offspring		Ancient Egypt	Mechanisms Moving blocks	Poster and acrylic paint	Programmin g on screen	Exploring the elements of music	Dance Games Throwing and catching	At school Culture and places	Cleanliness Fairness Friendliness Patience Respect Service	Judaism Christianity
Unit question	How and why do animals feed in different ways?		Were there really any tomb raiders?	How did they move things before machines?	How can we show what things looked like a very long time ago?	Can you get the explorer home?					

Main outcome: Corridor display, paintings showing Egyptian art, sarcophagus, Tutankhamun, mummification, models of moving mechanisms

Topic 4: Science - Living things and Habitats

Key Question: How do you attract wildlife into a garden?

Subject	Science	Geography	History	DT	Art	Computing	Music	PE	MFL	PSHE	RE
Areas of learning	Living things and habitats				3D models/ papier mache	We are game testers	Exploring sounds	Gym Turning twisting spinning Linking movements Games	Songs and stories Birds bugs and beasts	Courtesy Determinati on Forgiveness Gratitude Honesty Self-	Islam
Unit question	Which materials will make the best		How can we show the features of minibeasts?	How can you make the game fair?							

	bug hotel? Why?							Group games		discipline	
<u>Main outcome:</u> Main outcome: Corridor display, models of insects, models of bug hotels, illustrations of plants including annotations											
Topic 5: Enterprise											
Key Question: How can we make a profit?											
<u>Main outcome:</u> Enterprise Fair											