



Y2 Cornerstones Curriculum Overview – *Engage, develop, innovate, express!*

Autumn 1	Wriggle and Crawl Grab your coat and pooter – we're going out and about on a mini-beast hunt! Sweep your nets in puddles and ponds and lift up logs to see who's home. Then set up your own mini-beast laboratory and observe their every move. Add notes and labels and ask your own research questions – just like a real entomologist! Learn about bees and worms and butterflies too. Can you make a food chain to show who eats who? Carry out investigations to find out more, like how far a snail travels in a day and how a spider catches its prey. Then animate to show how your favourite bug transforms from one form to another, perhaps a caterpillar to a butterfly or a maggot to a fly...urgh! On your belly, legs at the ready, it's time to wriggle and crawl!	ILP Focus	Science
		English	Lists and leaflets; instructions; reviews and information books; poetry; writing for different purposes
		Science	Living things and their habitats; animals including humans; working scientifically
		Art & Design	Observational drawing; model making
		D & T	Origins of food; selecting natural materials
		Geography	Fieldwork
		Mathematics	Symmetry
		Music	Play tuned and untuned instruments
		PE	Dance
		PSHE	Feeling positive
		Computing	Creating and debugging programs; algorithms
Autumn 2	Street Detectives This way or that way? Where should we go? Up to the local shops or down to the playing fields? Let's learn about our local community, looking at houses old and new and finding out how our streets have changed since our mums and dads were young. Perhaps your granny or grandpa went to your school or maybe they worked in the baker's shop? Make maps and plans of the streets around us, planning our routes. What can you see? What can we find? Whereabouts do you live? Do you know your address? Find out how to write instructions, directions, adverts and learn rhymes all about our community from different times. When the Lord Mayor writes and asks us to help make our street a better place, it's time to get your thinking caps on and paint brushes at the ready! Ready to roll Street Detectives? Get your clipboards and cameras....it's time to start investigating!	ILP Focus	Design and Technology
		English	Recounts and captions; Nursery Rhymes; instructions; adverts; diary writing
		History	Changes within living memory; significant people; places and events in the local area
		Art & Design	Famous local artists; drawing; painting or collaging views from the local area
		D & T	Selecting tools and materials; baking; sign making; designing buildings
		Geography	Fieldwork in the local area; human and physical features; using and making maps with keys; looking at aerial images
		Mathematics	Time; data handling
		PE	Keeping fit
		PSHE	Belonging to a community; improving the local area
		Science	identifying plants in the local area
		Computing	Photo powerpoints

Spring 1	Land Ahoy! Yo-ho-ho and a bottle of rum! Arrr... me hearties, it's a sailor's life for me! Get your sea legs on, it's time to sail the salty seas. Navigate, investigate and explore the world – just like Captain Cook. Make a boat, sink a ship, fly a pirate flag! Speak like a pirate, write like a poet, then weigh and measure a pirate's booty! How do rescues happen at sea? Find out about brave volunteers and young Miss Darling, rowing her boat across stormy seas. Sing a sea shanty whilst cleaning the poop deck then search the school grounds for Captain Longbeard's hidden treasure. Thar's land ahead, me buckos! Let's get t'ship t'port.	ILP Focus	Geography
		English	Narrative; information books; descriptions; poetry; postcards
		Geography	Using and making maps; location knowledge; using and giving directions
		Art & Design	Observational drawing; printing
		D & T	Mechanisms; structures
		History	Significant historical people – Captain James Cook, Grace Darling; famous pirates
		Mathematics	Mass; position; direction and movement
		Music	Sea shanties
		PSHE	Feeling positive about themselves
		Science	Animals including humans; working scientifically
		Computing	Programming; using presentation software

Spring 2	Towers, Tunnels and Turrets See the castle ahead? Get ready to invade its mighty walls! Shoot a projectile with an archer's aim! Head across the drawbridge, over the moat and up to the top of the tower... Meet Rapunzel who lives in a tall, tall tower. Let's build a brand new one...whose is the tallest? Can you measure it? Then dig deep, deep down making burrows and tunnels, just like the animals who live underground. What's that sound? I hear little hooves going trip, trap, trip, trap, over the rickety bridge. Watch out for the angry troll underneath....he likes to gobble up little girls and boys! Make sure your bridge is sturdy enough to take the weight and get us safely to the other side. And finally....meet three little pigs who need your help to build a strong fortress. Inside its strong walls they'll be safe from the big, bad wolf! No huffing and puffing will blow <i>your</i> fortress down!	ILP Focus	Design and Technology
		English	Recounts; reported speech; narrative; letters; posters
		D & T	Making models of towers, bridges and tunnels
		Art & Design	Sculpture using natural materials
		Geography	Amazing structures around the world; towers and bridges in the local area
		History	Castles and castle life; significant individuals – Isambard Kingdom Brunel
		Mathematics	Measures (height)
		PE	Defend and attack games; balance and co-ordination
		PSHE	dilemmas
		Science	use of everyday materials; working scientifically
		Computing	create and label castles using drawing software

Summer 1	The Scented Garden Tiptoe through the tulips as your senses discover the blooming foliage and enchanting fragrances of flowers and herbs. Round and round the mulberry bush we go, planting bulbs and seeds and then watch them grow beneath sunshine and showers. Explore the astounding world of the scented garden, but be careful, there are some wild and dangerous plants out there that do astonishing things – just don't touch! Use the marvellous properties of plants, flowers and herbs to make an exceptional gift for somebody special. Everything is coming up roses! Why not grow your own?	ILP Focus	Science
		English	Recounts; non chronological reports; instructions; narrative; information books
		Science	Plants
		Art & Design	Observational drawing; sculpture; flower-pressing
		D&T	Making fragrant products
		Geography	Plants in the local environment; plants of the world
		Mathematics	measurement
		Music	Action rhymes
		Computing	Present information
Summer 2	Beachcombers Oh, I do like to be beside the seaside! Do you? That's good, because you're about to become an expert beachcomber! Head to your nearest beach to look for interesting and unusual objects, using your senses to spot, sniff and seek them out. Have you seen the rock pools yet? We can take a peek into the cool water to learn about the weird and wonderful animals and plants in their micro-habitats. Maybe we can kick back in a deckchair and do a little reading....what's your favourite book about the seashore? Then invent your won amazing rock pool resident! What features will it need to survive happily in its watery habitat? Make a 3D model of your plane or creature! Got your shorts and sunglasses on? Bucket and spade at the ready? Splish, splash! Let's get beachcombing...	ILP Focus	Science
		English	Labels; lists and captions; tongue twisters; narrative; letters; non-fiction books
		Computing	Web searches; common use of ICT; digital presentations
		Art & Design	Sketchbooks; 3D modelling; sand art; seascapes
		D&T	Finger puppets
		Geography	Coastal features
		Mathematics	Measures (mass)
		PSHE	Caring for the environment
		Science	Habitats; living and non-living things; food chains; basic needs of animals; working scientifically