



Da Vinci Year 2 - Curriculum map



Planned half term	Year 2	Subject focus	Memorable experience	Innovate challenge	Love to Investigate	English	Art & design	Computing	Design & technology	Geography	History	Mathematics	Music	PE	PSHE	Science
1	Wriggle and Crawl	Science	Visit a woodland, grassland, heath, fen or wetland	Minibeast life cycle animation	Do insects have a favourite colour? Do snails have noses? What is the life cycle of the ladybird? Where do snails live?	Lists and leaflets; Instructions; Reviews and information books; Poetry; Writing for different purposes	Observational drawing; Model making	Creating and debugging programs; Algorithms; Uses of ICT beyond school; Stop motion animation; Logical reasoning; Digital presentations	Origins of food; Selecting natural materials	Fieldwork	Discrete	Symmetry	Play tuned and untuned instruments	Dance	Feeling positive	All living things and their habitats
2	Towers, Tunnels and Turrets	Design & technology	Visit a local castle	Make a fortress for the Three Little Pigs	Can you make a paper bridge? Where do worms like to live?	Recounts; Reported speech; Narrative; Letters; Posters	Sculpture using natural materials	Create castles using drawing software	Making models of towers, bridges and tunnels	Amazing structures around the world; Towers and bridges in the local area	Castles and castle life; Significant individuals - Isambard Kingdom Brunel	Measures (height)	Discrete	Defend and attack games; Balance and co-ordination	Dilemmas	Uses of everyday materials
3	Muck, Mess and Mixtures	Art & design	Messy mixtures morning	Messy art exhibition	Which stuff is stickier? How is mud made? What shape is a bubble?	Labels, lists and captions; Recipes; Poetry; Narrative; Leaflets	Printing; Food landscapes; Mixed media pictures and collages; Colour mixing; Using clay	Stop motion animation; Digital photography and presentations	Food tasting; Origins of food; Healthy meals; Following recipes; Designing an outdoor kitchen	Discrete	Discrete	Measurement (capacity and mass)	Discrete	Discrete	Safety around medicines and household products	Uses of everyday materials
4	Street Detectives	History	Walk around the local community	Improve the local area	How do plants grow in winter?	Recounts and captions; Nursery rhymes; Instructions; Adverts; Diary writing	Famous local artists; Drawing, painting or collaging views from the local area	Photo stories; Algorithms	Selecting tools and materials; Baking; Sign making; Designing buildings	Fieldwork in the local area; Human and physical features; Using and making maps with keys; Looking at aerial images	Changes within living memory; Significant people, places and events in local area	Time; Data handling	Discrete	Keeping fit	Belonging to a community; Improving the local area	Animals including Humans
5	Land Ahoy!	Geography	Visit a marina/boat yard/RNLI station/boating lake	Find pirate treasure	Why do boats float? Can you find the treasure?	Narrative; Information books; Descriptions; Poetry; Postcards	Observational drawing; Printing	Programming; Using presentation software	Mechanisms; Structures	Using and making maps; Location knowledge; Using and giving directions	Significant historical people - Captain James Cook, Grace Darling; Famous pirates	Mass; Position; Direction and movement	Sea shanties	Discrete	Feeling positive about themselves	Animals including Humans
6	The Scented Garden	Science	Visit a garden centre or florist	Make a fragranced gift	What's on your wellies? Can seeds grow anywhere? How does grass grow?	Recounts; Non-chronological reports; Instructions; Narrative; Information books	Observational drawing; Sculpture; Flower-pressing	Present information	Making fragrant products		Discrete	Measurement	Action rhymes	Discrete	Discrete	Plants

These materials are protected by copyright law. Reproducing them, either in whole or in part, in print or in digital form (sharing electronically or posting online), is strictly prohibited without the written consent of Cornerstones Education Limited.