Y2/3 CURRICULUM MAP Year 1 of cycle

		Autumn	Spring	Summer
Reading	**Word reading**	Phonic Programme RWInc, Bug club	Word Detectives RWInc, Bugclub,	Word Detectives, RWInc, Bugclub, Lexia
	Comprehension	Y2 Texts include : poetry (contemporary and classic), traditional stories, fairy stories, non fiction texts (NC p 28) Y3 Texts include : wide range of fiction (including fairy stories and myths and legends), poetry, plays, non fiction texts and reference books / text books and dictionaries (NC p35/36) Read Write Inc, Wordsmith and Bug Club various genres linked to writing activities.		
Writing	**Transcription**	Phonics / Spelling programme (NC Appendix 1)		
	Composition	Writing : narrative and non-narrative (NC p 39) **Autumn** characterisation, writing a letter in role, writing a continuation of one of the stories, and writing their own story based on their own experiences, pattern, rhythm and rhyme and discussing vocabulary choices. Planning and writing news reports, retrieving and collating information, explanation texts. **Spring** They plan, edit and write their own versions of a traditional tale, draft, edit and compose poems, composing a report. **Summer** plan, edit write their own legend. Write a scene for a play, Writing instructional text, shape poems.		
	VGP	NC Appendix 2		
Speaking and Listening		12 Statutory statements (NC p 17)		
Maths		Number and Place Value, Addition and Subtraction, Multiplication and Division, Fractions (decimals and percentages), Measures, Geometry: properties of shape, Geometry: position, direction and motion, Statistics		
Science		Animals including humans	Uses of everyday materials/ Plants	Living Things and Habitats
Computing		**Computer Science -** Understand that algorithms are implemented as programs on digital devices make routes using precise instructions - Debug simple programs **Digital Literacy** **IT Database** Branching database/database sorting and identifying animals	**Computer Science -** Understand that algorithms are implemented as programs on digital devices **Digital Literacy** **IT** - Use technology purposely to organize & manipulate digital content	**Computer Science –** Use logical reasoning to predict the behavior of simple programs **Digital Literacy** Use technology safely **ICT** Use technology purposely to manipulate digital content
History		**Autumn 1 and 2** Ancient Egypt	**Spring 1** World War II Evacuation **Spring 2** Florence Nightingale/Mary Seacole	**Summer 1 and 2** Schools and how they have changed (local base around ours)
Geography		**Autumn 2** Contrasting non-European location – life in modern Egypt	**Spring 1** Location knowledge – continents and oceans. Compass points..	**Summer 1 and 2** Mapwork and fieldwork – study of our locality
D.T.		**Textiles-** linked to Egyptian art	**Mechanism** - make a vehicle with wheels – based on exploring	**Structure** - design and make a miniature garden/seasi
Art and Design		**Printing –** e.g. sea / space **Drawing –** texture and line	**Sculpture and painting –** 2D &3D animals **Artists**	**Drawing and painting** -plants **Collage** – based on a sea-scape
Music		**Play and Perform**-Tuned instruments: Pentatonic / modal improvisation and compositions using Egyptian ideas. **Understand notation -** Charanga notated music: soh-me (Kodaly-style) Egyptian Dawn etc	**Listening and Singing**Travelling songs – adapted; Wheels on Bus / train…Jungle trail blues…Movement and actions/ pulse and rhythm Listening and responding to music representing The Sea and Space: creating musical structures	**Listening and Experimenting with Sound** World music/songs and Dances. Junk Percussion Band? Africa- drumming S. America – Samba Asia – tuned pentatonic chimes etc.
		Music Education Hub: Key Stage 1 Programme Opportunities e.g. 'Little Fingers' - integration on curriculum delivery. (Durham Music Service) ukulele lessons		
P.E.		Games and swimming Dance and swimming	Swimming and Gymnastics Games & Gymnastics	Games & Dance Athletics
R.E.		**3.6 Harvest** **2.7 Journey To Bethlehem (Why is advent important?)** **Hinduism**	**2.1 The Bible** **2.4 Easter Symbols** **Hinduism**	**3.5 Rules for Living** **3.1 Called by God**

Y2/3 CURRICULUM MAP Year 1 of cycle

Computing			
	<u>**Computer Science – work with various forms of input/output**</u> Turtle/probot/scratch onscreen turtle – use to draw some shape Turtle on screen software eg Textease – routes between Egyptian pictures – record program. Draw shapes in onscreen turtle/letters/ pictures eg a house <u>**IT – Effective searching**</u> when making leaflet/museum guide/catalogue of artefacts/newspaper article eg Tutankhamen' tomb/a guide to mummification for beginners. Interview a tomb builder. Compose Egyptian music. Photograph artefacts. Egyptian adventure programs. **Presentation** on an aspect of ancient Egypt. <u>**Digital Literacy**</u> **-** showing respect online Writing good emails - thank you to museum for visit.	**Computer Science Understand that algorithms are implemented as programs on digital devices –** use of programming IPAD apps **-** Catos Hike Hopscotch ALEX- Using direction / map symbols (G) – treasure map **Digital Literacy** Cyberbullying – using technology respectfully. Effective searching **IT Use technology purposely to organize & manipulate digital content** Database of solids / liquids and gases. Publisher/WP Advert for a job as an explorer/astronaut/- poster to advertise job. Hotseating as eg Christopher Columbus/Neil Armstrong – use easispeaks to prepare – video to record	**Computer Science – Use logical reasoning to predict the behavior of simple programs –** use food chain pictures/geographical features/holiday pictures – predict sets of instructions – did it reach the correct place? If not debug. Use of Probot for more complex instructions and programs.