



#### ST JOHN FISHER RC PRIMARY SCHOOL

#### YEAR 2

#### **Autumn 2023-2024**

In order to help our pupils 'KNOW MORE and REMEMBER MORE' we revisit knowledge that has been taught in a variety of ways. Each lesson, starts with reviewing prior learning, including games, quizzes and recaps; throughout each theme teachers regularly recap significant knowledge and at the end of each half term, pupils play the 'SJF Know More, Remember More Gameshow/Quiz'. This informs teachers' assessments, whilst also helping to move the significant knowledge (from each theme taught in each year group) into the long term memory of each pupil.

Helping to embed that significant knowledge.

Year 2 Foundation Subjects Curr		lum coverage Autumn 2023 - 24
Subject and Topic	Significant Skills	Significant Knowledge
Religious Education	Talk about their experience and feelings. Say what they wonder. Ask and respond to questions. Retell Bible stories linked to the topic. Recognise, describe and use some religious words, phrases, symbols. Ask questions about what they wonder about Participate in periods of reflection in response to given stimulus. Wonder about the meaning and importance Describe some religious actions and symbols. REFER TO RE KNOWLEDGE ORGANISERS.	Each day presents us with different opportunities for beginnings.  We can approach beginnings with a wide range of feelings and attitudes.  God was there at the beginning of the world – Creation Story.  God was there at my beginning and is there at every beginning.  Psalm 19 is a song of praise to God.  God knows and loves each one of us.  Signs tell us something we need to know, for example, McDonald's, road signs, numbers.  Symbols mean something really important, for example, hugs, kisses, tears.  Know the order of the Rite of Baptism.  Learn about Hinduism prayer at home - Puja  Advent, four weeks of preparation for the celebration of Jesus at Christmas.  An understanding of the liturgical year.  Isaiah's description of the one who is to come.  Know key events from The Annunciation, The Visitation and The Nativity.  Jesus comes to us as God's gift because He loves us.
Science	Ask simple questions and recognise that they can be answered in different ways. Observe closely.	Explore things that are living, dead, and things that have never been alive.  Describe how different habitats provide basic needs for animals and plants.  Know how living things depend on each other.





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	Gather and record data to help answer a question. Able to record data in a tally chart. Able to observe using a magnifying glass.	Identify and name a variety of plants and animals in their habitats, including micro-habitats.  Describe a simple food chain, and name different sources of food.
History	Know where the people and events they study fit within a chronological framework.  Identify similarities and differences between ways of life in different periods. Use a wide vocabulary of everyday historical terms.  Understand some of the ways in which we find out about the past and identify different ways in which it is represented.  Develop enquiry skills to ask and answer questions, choosing and using parts of stories and other sources to show that they know and understand key features of events.  Develop an awareness of the past, using common words and phrases relating to the passing of time.  Know and understand key features of an event beyond living memory that are nationally.	Explore the lives and achievements of significant individuals from the health care in the past - Mary Seacole, Florence Nightingale, Marie Curie & Louis Pasteur.  Learning about their lives and impact e.g. on nursing, medicine and health care.  Learning to look after ourselves and our world.  Make comparisons between nursing then and now.  Who Florence Nightingale was, her early life, what impact she had during the Crimean War and on nursing.  The changes Florence Nightingale initiated. Identify how their achievements have impacted our lives today.  Use our 'equalities texts' to learn about black history and key individuals during this period in history.
Geography	Use directional language to describe where things are on a map. Use the four compass points to locate features and describe where things are on a map. Describe how to get from one place to another using compass points. Use world maps, atlases and globe to identify the United Kingdom and its countries, Africa, Kenya, 7 continents and 5 oceans. Use aerial photographs to recognise landmarks and basic human and physical features.	Name and locate the world's seven continents and five oceans. Identify some animals that live in Kenya. Know what the four points of a compass are. Identify physical features such as mountains, valleys, volcanoes, fields, towns, villages and cities. Know that there are different lifestyles and cultures within Kenya. Identify similarities and differences between life in the Maasai tribe and life in the UK.
Computing	Computing systems and networks 1: What is a computer? Understanding what a computer is and that it's made up of different components. Recognising that buttons cause effects and that technology follows instructions. Learning how we know that technology is doing what we want it to do via its output. Using greater control when taking photos with cameras, tablets or computers. Developing word processing skills, including altering text, copying and pasting and using keyboard shortcuts.	Computing systems and networks 1: What is a computer?  Know the difference between a desktop and laptop computer.  Know that people control technology.  Know some input devices that give a computer an instruction about what to do (output).  Know that computers often work together.





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	Using word processing software to type and reformat text. Creating and labelling images. Learning how computers are used in the wider world	
	Programming 1: Algorithms and debugging  Developing confidence with the keyboard and the basics of touch typing.  Articulating what decomposition is.  Decomposing a game to predict the algorithms used to create it.  Learning that there are different levels of abstraction.  Explaining what an algorithm is.  Following an algorithm.  Creating a clear and precise algorithm.  Learning that programs execute by following precise instructions.  Incorporating loops within algorithms.  Using logical thinking to explore software, predicting, testing and explaining what it does.  Using an algorithm to write a basic computer program.  Developing word processing skills, including altering text, copying and pasting and using keyboard shortcuts.	Programming 1: Algorithms and debugging Understand what machine learning is and how it enables computers to make predictions. Know that loops in programming are where you set a certain instruction (or instructions) to be repeated multiple times. Know that abstraction is the removing of unnecessary detail to help solve a problem.
Art	Making skills: Further demonstrate increased control with a greater range of media. Use hands and tools with confidence when cutting, shaping and joining paper, card and malleable materials.  Knowledge of artists: Talk about art they have seen using some appropriate subject vocabulary. Create and critique both figurative and abstract art, recognising some of the techniques used.  Evaluating and analysing: Explain their ideas and opinions about their own and others' artwork, beginning to recognise the stories and messages within in and showing an understanding of why they may have made it. Begin to talk about how they could improve their own work. Talk about how art is made.	Formal elements: Form: Pieces of clay can be joined using the 'scratch and slip' technique. Form: A clay surface can be decorated by pressing into it or by joining pieces on. Shape: Patterns can be made using shapes.  Making skills: How to smooth and flatten clay. How to roll clay into a cylinder or ball. How to make different surface marks in clay. How to make a clay pinch pot. How to mix clay slip using clay and water. How to join two clay pieces using slip. How to make a relief clay sculpture. How to use hands in different ways as a tool to manipulate clay. How to use clay tools to score clay.  Knowledge of artists: Art can be figurative or abstract. Artists can use the same material (felt) to make 2D or 3D artworks.





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		Evaluating and analysing: People use art to tell stories.  People make art about things that are important to them.  People make art to share their feelings.  People make art to explore an idea in different ways.
Design & Technology	Structures: Able to design purposeful, functional, appealing products for themselves and other users based on design criteria. Generate, develop, model and communicate their ideas through talking, drawing and templates. Able to select from and use a range of tools and equipment. Select from and use a wide range of materials and components. Able to evaluate their ideas and products against design criteria.	Using the tale of Goldilocks and the Three Bears as inspiration, children help Baby Bear by making him a brand new chair. When designing the chair, they consider his needs and what he likes and explore ways of building it so that it is strong.  Exploring the stability of 3D shapes.  Strengthening materials.  Develop a design criterion.  Test its strength and stability.  Adapt structures.
Physical Education	Football I can move forwards and backwards using my senses. Pass the ball using the inside and outside of the foot. Travel and dribble with the football keeping it under control. Travel with a ball protecting it from opponents. Unihoc Receive a ball and keep it under control. Pass a ball using push and drive techniques. Aim and shoot accurately towards a target.  Tennis Control a ball using bounces and balancing. To hit a ball with a forehand. Hit a tennis ball at different speeds. Return a ball to a partner with bounces and as a volley.	Football Know the basic rules of football including teamwork and respect. Understand the movement required in game settings. Recognise the importance of aiming before passing and shooting. Unihoc Hold the hockey stick correctly. Know the basic rules of hockey including teamwork and respect. Know the push and drive passing techniques.  Tennis Recognise the importance of stretching and warming up before using a tennis racket. Know how to hold a tennis racket correctly. Understand the basic rules of tennis.
Music	Sing a variety of songs, pitch-match with increasing accuracy and control. Sing songs which use a widening range of pitches. Sing with awareness of good posture, breath control and clear diction. Feel and mark the pulse in different ways using the voice, body and using percussion. Sing songs and play percussion instruments with improved control using a wider range of dynamics and gradations.	Good singing relies on the development of accurate pitching and use of thinking voice. Good vocal technique improves vocal sound quality and control and allows the voice to be expressive. Pulse is a continuous, regular, steady beat that can be felt internally, like a musical 'heart-beat'. Changes in dynamics are used to add contrast or create a particular effect. Different sound sources have different sound qualities. An instrument can make a range of different sounds depending on how it is played.





Ye	ear 2 Foundation Subjects Curric	ulum coverage Autumn 2023 - 24
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	Recognise aurally changes of dynamics in a song or instrumental piece. Recognise and name different untuned and tuned classroom percussion instruments. Describe an instrumental sound using appropriate descriptive vocabulary. Perform and compose simple accompaniments and short pieces that creat specific mood or effect.	e a
Spanish	Able to recognise, say and write the colours. Able to recognise, say and write numbers from 1- 100. Able to say their age.	Recognise different colours in Spanish. Recognise, say and use numbers from 1-10 in Spanish. Write their own age using numbers.
PSHE & Relationships, Sex Education	Being Me in My World Making others feel welcome. Making our school community a better place. Understanding everyone's right to learn. Considering other people's feelings. Working with others. Celebrating Difference Accept that everyone is different. Include others when working and playing. How to help if someone is being bullied. Solving problems. Using kind words. Giving and receiving compliments.	Being Me in My World Hopes and fears for the year. Rights and Responsibilities - being class and school member. Rewards and consequences. Having a voice.  Celebrating Difference Stereotypes. Similarities and differences between boys and girls. Bullying is sometimes linked to difference, how it feels to be bullied. Knowing what is right and wrong, how to get help. Not judging others, being friends with others who are different to us. Differences make us special and unique.