



AUTUMN TERM CURRICULUM PLAN

YEAR GROUP 2

OUR WHOLE-SCHOOL VISION FOR EVERY MOORHILL CHILD	When our children leave Moorhill, they will be motivated and inspired learners who are articulate, literate, and numerate. They will know that by working hard and working together they can achieve greater success; they will have high aspirations, lifelong skills for learning and will successfully demonstrate our core values in all areas of our lives.		
THE VISION OF THE CURRICULUM AT MOORHILL PRIMARY SCHOOL	Our curriculum is cohesive across the local and wider community and across subjects and topics, providing challenge and celebrating our individuality as a school and community. In developing cohesion, there is clear, planned, and well-sequenced learning so that new knowledge and skills build on what has been taught before.	Our curriculum is creative , developing memorable experiences so that children are enthused by their learning, which creates awe and wonder. Children explore and develop our school values through active learning experiences. They develop lifelong skills for learning and gain cultural capital within and outside of our community.	Our curriculum is collaborative. Children build emotional resilience and develop their articulacy and self-confidence. Through a clear sense of motivation and purpose, children take ownership of their learning, and this is shared by our whole school community. Every member of the school community has high expectations of themselves and others and recognise that everyone can achieve success.

Experiences and the	
wider us of the	
environment for this	
term.	

	SCIENCE	
Skills as a Scientist	Substantive knowledge	Vocabulary
I can ask simple questions and recognise that they can be answered in different ways I can observe closely noticing changes overtime, using simple equipment I can perform simple comparative tests I can identify, group and classify I can use my observations and ideas to suggest answers to questions I can use different types of scientific enquiry to gather and record data to help me answer questions I can find things out using secondary sources	 Everyday Materials Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching, including wood, metal, glass, brick, rock, paper and cardboard. Organise and classify objects. Identify and compare the suitability of a variety of everyday materials; including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses Scientist: Charles Macintosh 	Materials - wood, plastic, glass, metal, water, rock, brick, paper, fabric, card, rubber Properties - rough/smooth, flexible/rigid, strong/weak reflective/non-reflective, transparent/translucent/opaque Changing Shape - squashing, bending, twisting and stretching, pushing and pulling

HISTORY		
Skills as an Historian	Substantive knowledge	
Cause and consequence	What did Stuart London look like?	
Historical sources	Plague	
Chronological understanding	Fire of London – what happened? What	
Change and continuity	did we learn?	
	How do we know? - Samuel Pepys	
	Rebuilding of London – Christopher	
	Wren	
Cause and consequence	The great change makers - James Watt	
Change and continuity	(transport); Emmeline Pankhurst	
	(activist); Amelia Earhart (Explorer); Earl	
	of Shaftesbury (reformer); Josiah	
	Wedgewood (industrialist); Harriett	
	Tubman	
	Who they are.	
	What they did.	
	What change did they make?	

	GEOGRAPHY	
Skills as a Geographer	Substantive knowledge	Vocabulary
Collecting and interpreting	Living in the mountains	
Analysing and communicating	What is it like?	
	What can we see?	
	What are mountains like?	
	What is it like to live there?	
	Getting around	
	Staying safe	
	Visiting new places	
	Modes of transport and buying a ticket	
	Case study – France	
	Staying safe travelling	

RELIGIOUS EDUCATION		
Key Learning Point – Skills	Substantive knowledge	Vocabulary

Key Question- Is it possible to be kind to	Christianity	Christianity
everyone all of the time?		Jesus
	I can say when I have been kind to	Bible
I can re-tell a story Jesus told about	others, even when it was difficult, for	Parable
being kind.	example, when I had to congratulate	The Good Samaritan
	someone on winning a prize that I	The Paralysed Man
- (The Good Samaritan, Luke 10: 25-37).	wanted.	
-Jesus healing the Paralysed Man (Mark		
2: 1-12)		
I can give an example of when Jesus		
showed kindness, see stories above.		
I can say if I think Christians should be		
kind and give a reason. I can link this to		
familiar bible stories, see above.		
Key Question- Why do Christians	I can say how I would help solve a	
believe God gave Jesus to the world?	problem by showing love, such as the	
I can remember the main events in the	one shown in the book George Saves	
Christmas story in chronological order	The World By Lunchtime. (As God	
and represent it pictorially.	showed love to the world by giving his son as a gift.)	
I can start to explain that Christians		
believe Jesus was a gift from God.		
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I can say why Christians think God gave		
Jesus to the world.		

DESIGN TECHNOLOGY		
Key Learning Point – Skills	Substantive knowledge	Vocabulary
Mechanisms – pop up books	Explore	Joining
Explore	I know that there are different joining	Gluing
I can think of ideas and recognise	techniques – glue, masking tape, split	Mechanism - slide, split pin,
characteristics of familiar products	pin.	fold, spring, hinge.
(pop-up books).		Cutting

I can practice joining materials to create	I can name and make different	Attach
mechanisms.	mechanism	Moving
	I know which mechanism works the	
Design	best.	
I can think of ideas and plan what to do		
next, based on my experience of	Design	
working with materials and	I know that it is important to plan and	
components.	design my ideas.	
I can use pictures and labels to describe	I know what I am making and which	
my designs.	tools I am using.	
I can write a list of materials and tools.	I know my design mission.	
Make		
I can use cutting tools to safely cut	Make	
materials (scissors).	I know procedures to use tools safely.	
I can select and use appropriate	(scissors, split pin)	
techniques and resources to join	I know how to use my design to create	
materials, such as masking tape, gluing,	my final product.	
split-pin, card, paper.	I know what tools and materials I need	
I can assemble materials to create a	to carry out tasks.	
product with a variety of mechanisms.		
	Evaluate	
Evaluate	I know what I like about my product.	
I can recognise what I have done well as	I know what problems I had and how I	
my work progresses and suggest things I	overcome them.	
could do better in the future.	I know how I would improve my	
	product.	
	I know what I like about another	
	person's pop-up book.	
	I know what skills I used to make the	
	pop-up book.	

	ART	
Key Learning Point – Skills	Substantive knowledge	Vocabulary
<u>Collage</u>	Printing	Collage
Can cut, coil and fold materials in different ways (to produce a collage	Know how to make prints by using press, roll and rub.	Print
of a castle). (Also apply skills of	press, ron and rub.	stamp
collage from y1)		
Textile	<u>3D</u>	

Know what a collage is.	
Know that different effects can be	
made through layering, putting	
different materials together and	
choosing colours to represent an	
image or create an effect.	
Know that there are a variety of	
materials, shapes and techniques that	
I can use to create a collage, / Know	
what materials I used to create my	
collage.	
<u>Artist</u>	
The Fruit basket by Guiseppe	
Arcimboldo	
	Know that different effects can be made through layering, putting different materials together and choosing colours to represent an image or create an effect. Know that there are a variety of materials, shapes and techniques that I can use to create a collage, / Know what materials I used to create my collage. <u>Artist</u> The Fruit basket by Guiseppe

COMPUTING		
Key Learning Point – Skills	Substantive knowledge	Vocabulary
<u>E Safety</u>	<u>Online relationships</u>	Online relationships
 Online relationships Give examples how technology can be used to communicate with others they don't know and explain why this could be risky. Digital Literacy Record a video Put video clips together. 	 Know how communicating with others online could be risky. Know who I should ask before sharing things about myself online Know who can help me if I feel pressure to agree to something I am unsure about or don't want to do Know how it makes others feel if I share something without asking permission. Digital Literacy Know how to record. 	Communicate apps Digital Literacy Video sound

PSHE		
Families and friendships	 how to be a good friend, e.g. kindness, listening, honesty 	
Making friends; feeling lonely and getting	 about different ways that people meet and make friends, including new children joining the class and making them welcome 	
help	• strategies for positive play with friends, e.g. joining in, including others, etc.	
	 about what causes arguments between friends and associated emotions 	
	 how to positively resolve arguments between friends 	
	 how to recognise, and ask for help, when they are feeling lonely or unhappy or to help someone else – at home and at school 	
	 about different emotions and the language to express these. 	

Safe relationships Managing secrets; resisting pressure and getting help; recognising hurtful behaviour	 how to recognise hurtful behaviour, including online what to do and whom to tell if they see or experience hurtful behaviour, including online about what bullying is and different types of bullying how someone may feel if they are being bullied about the difference between happy surprises and secrets that make them feel uncomfortable or worried, and how to get help how to resist pressure to do something that feels uncomfortable or unsafe how to ask for help if they feel unsafe or worried and what vocabulary to use, both at school, home and in the community.
Respecting ourselves and others Recognising things in common and differences; playing and working cooperatively; sharing opinions	 about the things they have in common with their friends, classmates, and other people – and know that it is okay to be different and have differences, and that those differences should be respected and celebrated know how our rules of Ready, Respectful and Safe help to make trusting and healthy relationships – and the impact this has on ourselves and others how friends can have both similarities and differences and that it is ok to be different. how to play and work cooperatively in different groups and situations how to share their ideas and listen to others, take part in discussions, and give reasons for their views

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MUSIC		
Key Learning Point – Skills	Substantive knowledge	
Performing	Performing	Pulse
• Perform a simple melody	• Know and sing: King in His	Rhythm
using voice and/or instruments.	Castle, Creepy Castle, Wizard Singers, Cat Rap, Grandma	Pitch
 Play simple rhythms on chime bars using a loose 	Rap.Know the meaning of the	Dynamics
grip for the beater.	words: tempo, dynamics, pitch,	Crescendo
	crescendo, diminuendo.	Diminuendo

•	Sing in tune within a limited pitch range up to an octave. Perform and interpret a piece of music to accompany the Lion, the Witch and the Wardrobe using a graphic score.	• <u>Compo</u>	Know that tuned percussion has notes of different	Conductor Percussion Tune Tempo
<u>Composing</u> <u>Aural awar</u>	Use simple pitch and rhythm patterns to develop a structure for a short piece on chime bars to accompany a video clip (through the wardrobe).	 pitches. Know that instruments can be used to create different moods for a film scene (Lion, Witch and Wardrobe). Know that graphic scores can be used to record compositions. Aural awareness Know what sound a chime bar produces. Know the origins of rap 		
<u>Evaluating</u>	Talk about own and peers' work and make simple suggestions for improvement. Begin to recognise how other composers use changes in dynamics, pitch and tempo for effect.			

PHYSICAL EDUCATION		
Key Learning Point – Skills	Substantive knowledge	Vocabulary
Teamwork	OAA	<u>OAA</u> Rules
I can take turns.	I can give clear instructions to a	Teamwork
I can listen when someone else if	partner.	Sportsmanship
giving their idea.	I can guide my partner around obstacles using my voice.	

I can follow instructions based on a job role.	I know how to listen to a partner to avoid obstacles.	
<u>Fitness</u> I can do 60 minutes of active exercise in a day.	I can guide my partner to an object. I can make up my own team game with a group.	
Health and Safety	I can set out the equipment. I can demonstrate how to do it.	
I can say what safe means to me.	I can explain the rules.	<u>Gymnastics</u>
can begin to identify actions/areas that may be unsafe.	<u>Gymnastics</u>	Mirror
I can begin to set up equipment and	I know the 5 basic shapes of	Teddy roll Gambol
apparatus safely.	gymnastics (Straddle, straight, tuck, pike, star)	Balance
<u>Competition</u> I can compete against my peers.	I can perform the 5 basic shapes when requested.	Counterbalance
I can win and lose without becoming upset.	I can change the level of the shape (standing, sitting, lying)	Core muscles Fluid/refined
I can be pleased for the winner.	I can use different parts of my body to balance upon.	Sequence/routine Bended knees
I can work to achieve a personal best. <u>Leadership</u>	I can work on different ways to travel.	Leap Travel
I can lead a partner.	I can walk using pointed toes and	
<u>Healthy Lifestyle</u>	fingers.	
I can identify the changes I can feel when I exercise (heart rate,	I know how to perform each movement to the best of my ability.	
breathing, sweating) I can begin to understand why I need	I can travel safely and with some finesse.	
to exercise. I can take part in a warm-up and cool	I can put my movements in a sequence. I can make sure my sequence is fluid.	
down.	2 cun mune sur e my sequence is fiuld.	
<u>Evaluation</u>	I know what fluid means	
I can make a positive comment on another's performance.	I can travel safely e.g. on feet, all fours, slide, roll (pencil, log without finesse).	
I can explain how I did something.	I know how to keep myself and others safe when travelling.	

I can rehearse and perform my sequence to a partner.
I can give feedback to my partner.
I can work on my sequence based on my partner's feedback.
I know the types of gymnastic apparatus (climbing frame, table,
linking piece, mat)
I know how to carry the apparatus
(2/3 per piece)
I can use my prior knowledge to fit
the apparatus together.
I can travel on the apparatus safely.
I can jump from stationary.
I know how to land safely.
I can verbally explain the
fundamentals of jumping (knees bent,
swinging arms, feet together, eyes forward)
I can introduce a table to my jump.
I know how to position mats by the
tables (length ways)
I can perform a balance and a jump
during my sequence.
I can hold the shape for 3 seconds.
I can travel safely using finesse.
I can perform a jump during my travel
sequence.
I can perform a balance during my
travel sequence.
I can set up a small apparatus set in a group.
I can link 1 table and 2 linking pieces.
I can perform a mirror sequence with
a partner.