Year 2 2026 – 2027 Curriculum Content

Autumn 2026	Spring 2027	Summer 2027
Reading • Dear Earth • The Journey Home • Jim and the Beanstalk • Wolves	• The Owl and the Pussy-cat • If All the World Were • The Bear and the Piano • The Bear Under the Stairs	• The Minpins • Toys in Space • Rosie Revere Engineer • The Great Fire of London
Writing • Information Leaflet • Persuasive Letter • Narrative (Sequel) • Non-Chronological Leaflet	• Rhyming Poem • Letter of Advice • News Report • Information Text	• Narrative (Adventure) • Narrative (Setting Description) • Explanation Text • Information Booklets
Maths • Length • Mass and Volume • Place value (U1) • Addition and subtraction (U1) • Multiplication and division (U1) • Time • Fractions (U1)	• Geometry (U1) • Money (U1) • Place value (U2) • Addition and subtraction (U2) • Multiplication and division (U2) • Fractions (U2) • Statistics (U2) • Place Value (U3)	• Calculation • Money (U2) • Length • Mass and Volume • Patterns and Relationships
CUSP Art and Design **Drawing:** Evoke Mood and Represent Movement through Mark Making. **Artist:** Beth Krommes **Painting:** Explore line, colour and shape, make own painting tools and develop colour mixing. **Artist:** Wassily Kandinksy	**Printmaking:** Create repeated patterns with positive and negative space and use natural objects as a stimulus. **Artist:** William Morris **Textiles and Collage:** Explore dip dye technique. Use relief and block printing techniques on fabric. Create work focusing on pattern, line and colour using mixed media. **Artist:** Katie Vernon	**3D:** Take inspiration from designs of indigenous art. Create 3D sculptures using paper and carboard. **Sculptor:** John Kindness **Creative Response** Build on learnt techniques to follow a creative process. Combine drawing and collage to add detail and interest.
Computing • Drawing People and Places • Variables and App Design	• Digital Safety • Musical Actions & Sequences	• Technology All Around Us • Creativity: Collage Composition
Design and Technology Jenifer Carver Day • Food: Preparing Fruit and Vegetables • Textiles: Christmas Stockings	• Mechanisms: Wheels and Axles (S2)	• Free Standing Structures
CUSP Geography Comparison study • London to Nairobi (A1)	• Local Area Study – Egremont (S1)	• Fieldwork and Map Skills (S1)
CUSP History Events Beyond Living Memory • The Rum Story (A2)	Lives of Significant Individuals (S2) • Florence Nightingale & Edith Cavell	Local History Study (S2) • Egremont Castle
Music • Call and Response (Animals) • Instruments (Storytelling)	Music • Singing (On this Island) • Contrasting Dynamics (Space)	Music • Structure (Myths and Legends) • Pitch (Musical Me)
PSHE • Being me in my world • Celebrating Difference	PSHE • Dreams and Goals • Healthy Me	PSHE • Relationships • Changing me
PE • Feet 1 • Dodging • Orienteering • Gym - Linking	PE • Explorers - Dance • Gym – Pathways • Forest School • Hands 1	PE • Creating Games • Rackets, Bats and Balls • Jumping 1 • Games for Understanding
Jigsaw RE Christianity • Is it possible to be kind to everyone all of the time? • Why do Christians believe God gave Jesus to the world?	Judaism • Who is God to the Jews? Christianity • How important is it to Christians that Jesus came back to life after his crucifixion?	Islam • Who is God to Muslims? Judaism • What is the best way for a Jew to lead a good life?
CUSP Science • Living Things and their Habitats • Animals Including Humans	• Uses of Everyday Materials • REVISIT Living things and their Habitats.	• Growing Plants • REVISIT Animals, including Humans.