

Year 2 Curriculum Map 2026-2027

This map identifies the essential knowledge, vocabulary and subject-specific actions taught across the year. Learning is deliberately revisited so that pupils remember more, make connections and apply their knowledge with increasing accuracy and independence.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
RE / Catholic Life	Branch 1 Creation and Covenant Distinguish the Old and New Testaments; recognise psalms as prayers; retell Noah and explain covenant; define stewardship; describe Baptism through words, actions and symbols.	Branch 2 Prophecy and Promise Explain prophets through Isaiah and John the Baptist; connect light with Jesus; retell the annunciations and births; know Mary as Mother of God; interpret the Magnificat and Advent wreath.	Branch 3 Galilee to Jerusalem Retell Jesus' Baptism; interpret Father, Son and Holy Spirit in art; recognise miracles as signs; identify parables; connect the lost sheep, sin, forgiveness, prayer and new beginnings.	Branch 4 Desert to Garden Explain Lent as reconciliation and forgiveness; describe the Sacrament of Reconciliation and Examination of Conscience; interpret light and water in the Easter Vigil and link them with Baptism.	Branch 5 To the Ends of the Earth Know Luke wrote a Gospel and Acts; sequence Resurrection to Pentecost; retell Saul's conversion; name and apply the fruits of the Holy Spirit; explain seeking the Spirit's help.	Branch 6 Dialogue and Encounter Explain the Good Samaritan and 'Who is my neighbour?'; describe Christian service; connect Jewish belief, Shabbat and worship; describe the Five Pillars, Zakat, wudu and Salah.
Texts / English Driver	What We'll Build Little People Big Dreams Florence Nightingale Who Was Mary Seacole	A Hero Called Wolf There's No Big Bad Wolf in This Story Mr Wolf's Pancakes	Rosie Revere Engineer A Walk in London	The Secret Sky Garden Our Earth Is a Poem	Look Up Mae Among the Stars Counting on Katherine	Hello Lighthouse Courage Like Kate The Storm Whale Seaside Poems
English	Plan through talk and notes; write descriptions, comparisons, aspirations and instructions. Use varied sentence forms, accurate end punctuation, commas in lists and apostrophes; reread and correct.	Develop characters, settings and story structure through maps and plans. Write a coherent wolf narrative; use deliberately chosen vocabulary and correctly punctuated dialogue; edit for effect.	Write explanations, posters and letters linked to materials and London. Select sentence structures for purpose and audience; proofread grammar, punctuation and spelling.	Retell narratives and write nature poetry. Use expanded noun phrases, precise verbs, adverbs and subordinating conjunctions; vary openings and improve flow and effect.	Write persuasive posters or speeches and an organised biography. Use commands, questions, exclamations, emotive vocabulary, time adverbials and pronouns; revise for clarity.	Write atmospheric descriptions, first-person narrative, chronological recounts and a newspaper report. Control tense and viewpoint; select vocabulary for emotion; edit independently.
Phonics / Spelling	Little Wandle review of Phase 5 GPCs and tricky words after summer. Diagnose gaps; rebuild fluent decoding, automatic word reading and accurate spelling application.	Complete Phase 5 review and apply alternative graphemes, morphology and prosody in increasingly fluent reading and independent writing.	Bridge to Spelling: use phonemic, orthographic and morphological knowledge; learn doubling, -ck/-k, -ch/-tch and suffix rules including -s, -es, -ing and -ed.	Year 2 spelling: apply the w special; change y to i; spell /ee/ as ey; investigate word endings -le, -al, -il and -el.	Year 2 spelling: spell soft c and /zh/; add -ment, -ness, -ful, -less and -ly; use apostrophes for omitted letters.	Year 2 spelling: spell /sh/ as ti in longer words; use singular possessive apostrophes; apply swap, drop and double conventions with suffixes.
Maths	White Rose provides the teaching sequence. Daily fluency, representation, reasoning and problem solving secure number sense and increasingly efficient strategies. Temperature is measured and recorded across the year so pupils interpret change and data over time.					
Number	Place value within 100: make tens and ones; partition; write numbers in words; compare and order; count in 2s, 3s, 5s and 10s.	Addition and subtraction: use bonds and place value; add and subtract across 10; add three one-digit numbers; find 10 more or less; solve missing-number problems.	Multiplication and division: recognise equal groups; use arrays and symbols; group and share; recall and apply 2, 5 and 10 facts.	Consolidate calculation fluency; choose efficient representations and operations; explain methods and solve one- and two-step problems.	Fractions: recognise equal and unequal parts; find and represent halves, quarters, three quarters and thirds of shapes, sets and quantities.	Apply number knowledge through tally charts, tables, block diagrams and pictograms; ask and answer comparison questions from data.
Measure	Read temperature in degrees Celsius and begin a year-long record; compare and describe change.	Apply measurement and comparison in practical addition, subtraction and shape contexts; estimate before checking.	Money: count pounds and pence; select coins; make equivalent amounts; compare totals and calculate simple change.	Measure and compare length and height in centimetres and metres, mass in grams and kilograms, capacity in millilitres and litres, and temperature.	Time: tell time to five minutes; use quarter past and quarter to; know minutes in an hour and hours in a day; solve duration problems.	Apply measure in statistics and coastal enquiry; select appropriate units, record accurately and interpret results.
Geometry	Use positional language and simple turns when describing routes, arrangements and representations.	Recognise and describe 2D and 3D shapes; count sides, vertices, faces and edges; identify vertical lines of symmetry; make patterns.	Apply shape knowledge when making arrays, puppets and structures; recognise symmetry and repeated pattern.	Use length and shape precisely when constructing, representing and explaining plant or garden designs.	Use direction, rotation and spatial language in maps, space contexts and practical problem solving.	Position and direction: describe movements and turns using precise language; follow, represent and evaluate routes.
Science	Animals including humans: explain offspring and growth; identify basic survival needs; describe how exercise, balanced food and hygiene support health.	Living things and habitats: distinguish living, dead and never alive; identify organisms in habitats and microhabitats; construct simple food chains; explain dependence.	Materials: compare suitability of wood, metal, plastic, glass, brick, rock, paper and card; investigate how solids change through squashing, bending, twisting and stretching.	Plants: observe seeds and bulbs growing into mature plants; investigate and explain how water, light and suitable temperature support healthy growth.	Space enrichment with history links: name and order the eight planets; know the Sun is a star; compare appearances and ask scientific questions using models and images.	Coastal habitats: identify plants and animals; build food chains; explain how habitats meet needs and how organisms depend on one another; use field evidence where possible.
History	Florence Nightingale and Mary Seacole: compare lives and significance; build timelines; explain changes in hospitals and medicine; use photographs, objects and written sources. Retrieval and application: use chronology and evidence when considering how knowledge of past exploration and environments has developed.		Great Fire of London: sequence the events of September 1666; explain causes and consequences; compare firefighting; use Samuel Pepys and other sources to answer questions. Retrieval and application: compare London before and after the fire and explain how evidence supports claims about change.		Neil Armstrong and Mae Jemison: sequence key events; compare experiences and achievements; use sources to explain their significance in space exploration.	Coastal history application: compare boats, lighthouses and seaside life past and present; order evidence and explain change using historical vocabulary.
Geography		Hot and cold places: locate the Equator and Poles; compare climate, landscapes, plants and animals; use atlases, globes, photographs and compass directions. Locate London and relevant healthcare sites; use maps and aerial photographs to connect local study with the wider UK.		United Kingdom: name and locate four countries, capitals, surrounding seas and selected cities; distinguish physical and human features; compare places using maps and atlases. Map London and Pudding Lane; distinguish human and physical features; use symbols and direction to explain location and change.		Coastal comparison: locate Brighton and coastal Connecticut; identify physical and human features; use fieldwork, symbols and keys; compare how people use both coasts. Use globes and maps to locate the UK, USA and significant space-related places; apply compass and locational language accurately.
Computing	Online safety: explain online permanence, privacy and permission; decide what may be shared; identify how to ask for, give or deny consent; seek trusted help.	Digital creation: combine text and images for a clear audience; save, retrieve and improve work while applying privacy and permission rules.	Represent information digitally through labelled diagrams, simple presentations or documents; select appropriate tools and evaluate clarity.	Algorithms and debugging: design, run and improve sequences; use simple repetition; predict outcomes, locate errors and explain how efficiency improves.	Use safe search and selected digital sources to organise information; distinguish useful content and create a purposeful outcome.	Word processing: type with increasing fluency; use shortcuts and editing tools; format text, import images, save versions and explain responsible choices.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Art	Kimmy Cantrell: study abstract face masks; use observation to develop portraits; explore line, shape, pattern, texture and colour; refine a mixed-media mask and explain choices. Drawing and print application: observe wolf forms and movement; develop line, texture and repeated pattern; select and refine a visual response linked to narrative.			Andy Goldsworthy: study nature art; manipulate clay through rolling, pressing, pinching, shaping and joining; create pattern and texture; combine media and evaluate. Architecture and line: observe London buildings and engineered structures; use proportion, line and tone; annotate and improve drawings from evidence.	Coastal mixed media: use observation to explore colour, tone, line and texture; combine drawing, paint, print or collage; refine and explain a personal response. Peter Thorpe: identify features of rocket paintings; mix primary and secondary colours; combine acrylic paint and pastel; create movement and contrast; evaluate technique.	
DT		Moving wolf mechanism: investigate levers, pivots and linkages; design and make a moving jaw; test movement, diagnose problems and improve the mechanism. Design retrieval and application: investigate how structures meet a purpose; generate criteria, select joining methods and evaluate strength through a simple collaborative build.	Textiles hand puppet: investigate existing products; design with a template; select fabric; cut accurately and join components; test function and evaluate against criteria. Materials application: use knowledge of properties, joining and stability when creating garden or nature-linked models; test and improve deliberately.			Healthy seaside snack: investigate food groups and ingredients; design to criteria; cut, mix, spread and assemble hygienically; present and evaluate taste, texture and appearance.
PE	PE Hub Attack Defend Shoot: combine sending, receiving and movement; create space; mark opponents; select simple attacking and defending tactics in small-sided games.	PE Hub Run Jump Throw 1: refine running technique; vary pace; jump for distance with balance; throw for accuracy and distance; measure and improve performance.	PE Hub Gymnastics 1: combine balances, rolls, jumps and travel into controlled sequences; use contrasting levels, directions and apparatus; evaluate fluency.	PE Hub Dance 1: create and remember patterned movement; vary dynamics, level, direction and formation; respond to feedback and perform with expression.	PE Hub Catch and Run 1: catch consistently, run with control, choose space and link skills under pressure; communicate and cooperate within games.	PE Hub Attack Defend Shoot 2: apply combinations of movement and ball skills; anticipate play, make tactical choices and improve performance through practice.
Swimming	Swimming once a week learning the basic stroke and water safety.					
Music	Call and response: copy, create and organise short sound patterns; select instruments; lead and answer phrases; rehearse and perform accurately.	Instruments and storytelling: analyse how sound creates mood; select timbre, tempo and dynamics to represent feelings and events; perform a controlled response.	Singing: sing a varied repertoire with clear words and a steady pulse; rehearse for accuracy; represent sounds using agreed symbols.	Structure and rhythm: read, write and clap rhythms; organise repeated patterns into a clear structure; compose, rehearse and perform collaboratively.	Contrasting dynamics: compare music; create a soundscape and short pitch pattern; control dynamics using voice and instruments; explain choices.	Pitch and notation: read pitch symbols and simple notation; sing and draw melodic patterns; play a song on tuned percussion; complete and perform a short notated phrase.
PSHE / RSE	Ten: Ten Life to the Full Plus Module 1 Units 1 and 2 - Created and Loved by God; revisit Let the Children Come; I Am Unique; Girls and Boys; Clean and Healthy My Body, explaining dignity and healthy choices.	Module 1 Units 3 and 4: revisit feelings and life-cycle sessions; apply emotional regulation, explain change and recognise how choices affect wellbeing.	Module 2 Units 1 and 2 - Created to Love Others: revisit God Loves You, Special People, Treat Others Well and And Say Sorry; apply empathy, respectful communication and repair.	Module 2 Units 3 and 4: apply Real Life Online and Rules to Help Us; reason about secrets, physical contact, harmful substances, risk and confident help-seeking.	Module 3 Units 1 and 2 - Created to Live in Community: explain the Trinity, neighbour, community, future roles, needs and wants; show responsibility and service.	Ten: Ten assessment, retrieval and transition: connect learning across all three modules; apply it to less familiar scenarios; identify support and set practical goals for Year 3.