

AVY KEY STAGE I (Year 1/2) Curriculum 2024-2025

	Autumn	Spring	Summer
English Reading (CUSP)	Rapunzel Too Much Stuff Grandad's Island Mrs Noah's Pockets Paddington The Christmas Pine by Julia Donaldson	The Quangle Wangle's Hat – Edward Lear Coming to England The Street Beneath My Feet The Rhythm of the Rain	Little People Big Dreams Great Women Who Changed the World Somebody Crunched Colin Fantastic Mr Fox

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English Writing (CUSP)	Strong Start Writing Character descriptions Poems developing vocabulary Simple retelling of a narrative Formal invitations Stories from other cultures	Poetry on a theme (humorous) Non-chronological reports Formal invitations Stories from other cultures Recount from personal experience	Non-chronological reports Simple retelling of a narrative Recount from personal experience Flexible Block Poems developing vocabulary Character descriptions Poetry on a theme (humorous / poems about change)

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Maths Year 2 (Ark Curriculum Plus)	<p>Numbers to 10 Addition and Subtraction within 10 Shape and patterns Numbers to 20 Addition and Subtraction within 20</p>	<p>Time Exploring calculation strategies within 20 Numbers to 50 Addition and Subtraction within 20 Fractions Measures: length and mass</p>	<p>Numbers 50 to 100 and beyond Addition and subtraction Money Multiplication and Division Measures: Capacity and volume</p>
Maths Year 2 (Ark Curriculum Plus)	<p>Numbers within 100 Addition and subtraction of 2-digit numbers Addition and subtraction word problems Measures: Length Graphs Multiplication and division</p>	<p>Time Fractions Addition and subtraction of 2-digit numbers Money Face, shapes and patterns; lines and turns</p>	<p>Numbers within 1000 Measures: Capacity and volume Measures: Mass Exploring calculation strategies Exploring multiplicative thinking</p>

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Science (CUSP)	Living things and their habitats Animals including humans	Uses of everyday materials Everyday materials	Introducing plants Revisit plants and animals including humans
History (CUSP)	Events beyond living memory Great Fire of London	Significant historical events/people and places in own locality – Redditch in the past	Revisit events beyond living memory - Arctic explorers
Geography (CUSP)	Comparison of non-European country with area of the UK	Study human and physical geography (Kenya)	Human and physical geography - location, order, environment, culture, patterns
Art (CUSP)	Drawing - Block A Painting - Block B	Printmaking - Block C Textiles and collage - Block D	3D - Block E Creative Response - Block F
DT (CUSP)	Textiles Food and Nutrition	Mechanisms Understanding materials	Food and Nutrition Structures
RE	Unit 13: What is the good news that Jesus brings? Part 1 Unit 14: What is the good news that Jesus brings? Part 2	Unit 15: Who is a Muslim and how do they live? Part 1 Unit 16: Why does Easter matter to Christians?	Unit 17: Who is a Muslim and how do they live? Part 2 Unit 18: What makes some places sacred to believers?
PE	Gymnastics – Movement Games – Basketball/netball Dance (related to learning/ book) Games – Football	Gymnastics – Sequences Games – Invasion Tactics Gymnastics - Apparatus OAA - Collaborative problem solving	Striking games - Tennis Sports Day Preparation Wellbeing – Yoga OAA / Athletics
PSHE (Life Wise)	Screen Time Safety x 2 Feeling Sad x 2 Happiness x 2 Positive Friendships It's Okay not to be Okay x 2 Medicines and Drugs x 2 Understanding Peer Pressure Relaxation x 2	My Private Body Respecting All Families Dealing With Loss x 2 Fight or Flight x 2 Desert Island x 2 Environment x 2 Navigation x 2	Cyber Safety x 2 Fire Safety x 2 Forest Survival x 2 The Art of Failure Personal Goal Setting x 2 Protecting our Planet x 2 Adapting to Change x 2
Music (CUSP)	Untuned percussion - Experimenting with sounds Singing - Being together in music 2	Untuned percussion - Introducing rhythm and pulse 2 Singing - Introducing pitch 2	Tuned percussion - Introducing tempo and dynamic 2 Singing - Exploring emotions through music 2
Computing (Teach Computing)	Computing systems and networks – IT around us 1 Creating media – Digital painting 1	Programming A - Moving robots 1 Computing systems and networks – IT around us 2	Creating media – Digital photography 2 Programming A – Robot algorithms 2

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