The Ryde School Year 2 Curriculum Information Autumn Term 2025

Curriculum Area	Topics Covered
	Draw and Explore
Art	To explore why artists would use collections.
	To explore composition with natural objects.
	To create a digital collage.
	To explore drawing techniques
	To experiment with colour in sketches.
	To create an autumn composition sketch
	Sacred texts
	To explain the purpose of a parable.
	To explain why some stories are important and some are holy.
Religious Education	To explain how holy books are treated differently to normal books.
	To name different holy books.
	Who is Jewish?
	To learn what is precious to Jewish people
	To learn how and why Jewish people celebrate Shabbat
	To consider what the story of Chanukah make us think about
	Textiles - puppets
	To investigate a range of puppets and their features.
	To work with fabric and create a finger puppet
Design and technology	To develop and practice sewing skills.
	To design a glove puppet
	To be able to follow a design to make a puppet.
	To evaluate a finished product.
	Places
	My local area
	Continents and Oceans
	<u>Patterns</u>
Geography	To discuss physical and human features of different locations.
	To discuss how different locations have different weather.
	Communicate
	To use and understand vocabulary including continent, ocean, equator,
	hemisphere, country, city, town
	Food, farming, settlement and inventions
	To explore the impact of the Industrial Revolution
History	Jethro Tull Steam Engine and George Stephenson
	To understand the legacy of Ada Lovelace
	Robot Algorithms
	To describe a series of instructions as a sequence
-	To explain what happens when we change the order of instructions
Information technology	To use logical reasoning to predict the outcome of a program
	To explain that programming projects can have code and artwork
	To design an algorithm
	To create and debug a program that I have written
	Programming B Quizzes
	To explain that a sequence of commands has a start
	To explain that a sequence of commands has an outcome
	To create a program using a given design
	To change a given design
	To create a program using my own design
	To decide how my project can be improved
	Dance
6	To perform dances with simple patterns
Physical Education	Games
	Develop tactics
	Use rolling, hitting, jumping, running, catching, and kicking skills
	Living things and their habitats
	Explore and compare the differences between things that are living, dead
	and things that have never been alive.
	Explain differences between living and non-living things.
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	Animals, including humans: Growth and Survival Notice that animals, including humans, have offspring that grow into

	adults.
Science	Recognise changes that take place as animals ger older.
	Materials
	Identify and compare the suitability of a variety of everyday materials.
	Give a reason why a material is suitable for its job.
	Plants
	Find out and describe how plants need water, light and a suitable
	temperature to grow and stay healthy.
	Describe what happens to a seed as it grows and develops.
	Describe what they observe as new plants grow.
	Being me in my world
	To identify some of my hopes and fears for this year.
PSHE	To understand the rights and responsibilities for being a member of my
	class and school
	To listen to other people and contribute my own ideas about rewards and
	consequences
	To understand how following the Learning Charter will help me and
	others learn.
	To recognise the choices I make and understand the consequences.
	Celebrating differences
	I am starting to understand that sometimes people make assumptions
	about boys and girls (stereotypes)
	I understand that bullying is sometimes about difference
	${ m I}$ can recognise what is right and wrong and know how to look after
	myself
	I understand that it is OK to be different from other people and to be
	friends with them
	${ m I}$ can tell you some ways ${ m I}$ am different from my friends

Enrichment Activities

Whole school trip to Hartham Common (including River fieldwork)

Pantomime

How you can help your child:

Reading every day for a short period of time with your child including listening to them read and reading to them.

Practice the 2s, 5s, and 10s timetables with your child.

Practice maths in real life contexts e.g. money, weights and measures, telling the time.

Practice handwriting and encourage your child to write shopping lists, letters, stories etc.