

St George's School Windsor Castle
Year 2 Curriculum Overview – Trinity Term 2018

English	Speaking and listening through drama and presentation. Comprehension. Development of vocabulary. Shared, guided, individual reading. Writing fiction and non-fiction texts. Simple prefixes and suffixes. Sentence structure and punctuation including commas in lists, speech marks and exclamation marks.	
Maths	Multiplication, division, data handling, shape, measure and time.	
Science	Electricity Plants	
Geography	The water cycle. Sea and coast. Weather at home and in a contrasting climate.	
History	Shipping throughout history. Titanic. Seaside holidays in the past. Story of Grace Darling.	
Music	Exploring duration: discriminating between longer and shorter sounds and using them to create sequences. Instruments and Symbols: practical component and developing an understanding of how sounds may be changed. Learning the Recorder.	
Religious Education	Places of Worship. Festivals.	
Computing	BBC Typing and Graphics	
PSHCE	PSHE relationships - friendship working with others, moving on. Relationship / changes. Independence.	
French	Food - j'aime, je n'aime pas, mauvais, bon Minibeasts Transport	House Summer vocab
DT & Art	A joint project: students will construct a toy Viking ship, complete with oars, shields, sails and mast. Art work linked with Cross curricular work (Shipping/Seaside) Observational drawings, collage, dioramas, puppet making	
PE	Athletics – Improving running style, jumping and throwing techniques whilst being introduced to a variety of track and field athletics disciplines. Swimming: Continued development of three main strokes, emphasis on body position and breathing (timing).	
Boys' Games	Cricket- Kwik-cricket development, especially fielding techniques, bowling, basic batting stance and game play. Soft ball or Wind-ball used.	
Girls' Games	Rounders: Throwing and catching, batting. Introduction to game.	

Please note that staff may decide to make minor changes to the list of topics taught throughout the term.