

Dragonflies Class — Year 2 Curriculum Overview 2026–27

Autumn 1 • 2026 • 'My Wonderful World'

ENGLISH

Narrative: The King's Pants, Katie in London, Paddington. Sentence structure focus. Great Fire newspaper reports. Harvest poetry.

MATHS

Number bonds to 10 and 20; mental addition, subtraction and doubling; multiplication as repeated addition; 2D shapes and symmetry.

SCIENCE

Healthy Living: food groups, our senses and teeth, and how exercise, sleep and hygiene keep us healthy.

GEOGRAPHY

UK's four countries and capital cities; map and compass skills; comparing our local area with London.

HISTORY

The Great Fire of London, 1666: its causes, and significant individuals Samuel Pepys and Charles II.

ART & DT

Design and build a model 1666 house from card; design and make a healthy sandwich.

P.E.

Fundamental movement skills: running, jumping, throwing and catching, balance, agility and coordination.

COMPUTING

E-safety SMART rules; typing and mouse skills; algorithms; programming a route with Purple Mash 2Go.

MUSIC

Pulse, rhythm and pitch through singing games; Harvest songs; introducing composers and compositions.

CHRISTIAN VALUE / RSE

Christian Value: to add. British Value: school and class rules. RSE: making and keeping friends.

R.E. / SMSC

R.E.: to add. SMSC: appreciating and respecting the world around us.

Autumn 2 • 2026 • 'My Wonderful World'

ENGLISH

Narrative: Dirty Bertie, Lost and Found. Poetry from Matilda. Non-chronological report about penguins.

MATHS

Ordinal numbers; positional/directional language; add and subtract multiples of ten; counting in 2s, 5s, 10s; coins and notes.

SCIENCE

Animals Including Humans: five vertebrate groups, and sorting animals into carnivores, herbivores and omnivores.

GEOGRAPHY

Antarctica and the South Pole; the freezing climate and animals that live there; compass directions NE/NW/SE/SW.

HISTORY

Remembrance Day and why we remember those who fought in conflicts; continuing the Great Fire of London.

ART & DT

Design and sew a penguin textile product, learning running stitch and blanket stitch.

P.E.

Sending and receiving a ball: rolling, throwing, catching, kicking and striking; target games.

COMPUTING

Route Explorers continued with Purple Mash 2Go; learning to debug programs when they go wrong.

MUSIC

Sea shanties and untuned percussion; songs for the Christmas play and Church service.

CHRISTIAN VALUE / RSE

Christian Value: to add. British Value: responsibility and accepting difference. RSE: what bullying is and how to respond.

R.E.

R.E.: to add.

Spring 1 • 2027 • 'Exciting Explorers'

ENGLISH

Taking Flight, Up, Mrs Armitage on Wheels. Character description and narrative planning. Introducing explorers Armstrong and Columbus.

MATHS

Adjusting strategy for +/- 9, 10, 11; 3D shapes; time to the quarter hour; rounding to 10; money and change; SATs-style practice.

SCIENCE

Materials: comparing wood, metal, plastic, glass, brick, rock, paper and cardboard; changing the shape of objects.

HISTORY

Famous events and people: investigating the Titanic and the events of 1912.

ART

Sculptures of Antony Gormley and Henry Moore; clay techniques — pinch, coil and slab.

P.E.

Dance: developing movement, spatial awareness and expressive performance.

COMPUTING

Digital art using 2Paint a Picture, exploring styles such as Pointillism and Mondrian's abstract art.

MUSIC

Creating graphic scores to represent sounds, inspired by Carnival of the Animals.

CHRISTIAN VALUE / RSE

Christian Value: to add. British Value: Democracy. RSE: different jobs and how our strengths and interests help us choose one.

R.E.

R.E.: to add.

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Spring 2 • 2027 • 'Exciting Explorers'

ENGLISH

A Trip to New York, A Chip Off the Old Block. Columbus's links to US cities; USA human and physical features.

MATHS

Doubles/halves to 15 and 30; fractions of shapes; counting in 2s, 5s, 10s; times-tables; time; money; tally charts and pictograms.

SCIENCE

Plants: identifying and labelling their parts, growing our own to observe, and plants from around the world.

HISTORY & GEOGRAPHY

Significant individuals Neil Armstrong and Christopher Columbus; overview of US history and the human/physical features of the USA.

ART & DT

Researching the Santa Maria and Apollo 11; designing our own floating ship or flying rocket structure.

P.E.

Gymnastics: balances, rolls, and linking movements into our own sequence.

COMPUTING

Spreadsheets using 2Calculate: entering data, using simple formulas, and creating charts and graphs.

MUSIC

Reading pitch symbols on a stave, playing glockenspiel/xylophone; Mother's Day and Easter songs.

CHRISTIAN VALUE / RSE

Christian Value: to add. RSE: how rules keep us safe — at home, on the road, near water and online.

R.E.

R.E.: to add.

Summer 1 • 2027 • 'Go Wild!'

ENGLISH

Non-chronological report about sea turtles. Drama: Something Fishy. Narrative unit: Finding Nemo.

MATHS

Fractions of amounts using a bar model; flexible partitioning; addition/subtraction with regrouping; capacity, mass and statistics.

SCIENCE

Living things and their habitats, using MRS GREN; what habitats provide; building our own food chains.

GEOGRAPHY

Kenya and the Maasai Mara: the savannah's climate, wildlife and vegetation, and how the Maasai people live.

ART

Savannah colours and observational drawings; learning to weave using warp and weft, inspired by Kente cloth.

P.E.

Invasion and target games: attacking and defending as a team; beginning Maypole dances.

COMPUTING

Organising ideas with concept maps (2Connect) and a branching database (2Question); checking if online information is true.

MUSIC

Composing and improvising using call and response; rehearsing for the Maypole and Music Festival.

CHRISTIAN VALUE / RSE

Christian Value: to add. RSE: what helps our bodies stay healthy — food, exercise, sleep and sun safety.

R.E. / BRITISH VALUE

R.E.: to add. British Value: Rule of law.

Summer 2 • 2027 • 'Go Wild!'

ENGLISH

Tinga Tinga Tales; writing our own origin stories; combining features of known animals; core literacy for Year 3 transition.

MATHS

Temperature scales; subtraction with regrouping; bar model for four related facts; 3 times-table; turns; programming a Beebot.

SCIENCE

Food chains and food webs: producers, consumers, predators, prey, and how decomposers recycle nutrients.

GEOGRAPHY

Completing our Kenya comparison; Africa's 54 nations; continents and oceans; comparing UK and Kenyan climates.

HISTORY

Abraham Lincoln and the ending of slavery; the Space Race; comparing Columbus, Armstrong and Lincoln on a timeline 1492-1969.

ART

Finishing our weaving: colour sequence, pattern and fringe; Kente weavers of Ghana; class exhibition.

P.E.

Athletics: running, jumping and throwing for our personal bests; outdoor adventurous activities; Sports Day and Maypole.

COMPUTING

Coding with 2Code: events and actions, timers and counters; creating our own simple interactive program.

MUSIC

Rehearsing for the Leavers service and end-of-year production, Maypole music and hymns.

CHRISTIAN VALUE / RSE

Christian Value: to add. RSE: recognising and naming our feelings, and what helps us feel good.

R.E. / BRITISH VALUE

R.E.: to add. British Value: sportsmanship, mutual respect and individual liberty.