



Grimsdyke School

Long Term Curriculum Overview (2025-2026)

Year 2

Science	<i>Living things and their habitats</i>	<i>Uses of everyday materials</i>	<i>Plants</i>	<i>Animals, including humans 1- Growth</i>	<i>Living things and their habitats- Around the world</i>	<i>Animals, including humans 2- Lifecycles</i>
Computing	<i>Information Technology around us</i>	<i>Digital Photography</i>	<i>Programming A – Robot Algorithms (Beebots & Espresso)</i>	<i>Creating Media – Digital music</i>	<i>Programming B – Programming quizzes</i>	<i>Data and Information- Pictograms</i>
History	<i>Heroes and Heroines - significant individuals</i>	<i>Sparks and Flames – Great Fire of London</i>	<i>The Far East – China and Shang Dynasty</i>		<i>The Royal Family: Past and present</i>	<i>Explorers</i>
Geography		<i>My local area – buildings and services</i>	<i>The Far East – Asia and China</i>	<i>Seasonal Changes – weather, temperature and animals (hibernation, migration, nocturnal animals, spring)</i>		<i>The Caribbean</i>
P.E.	<i>Games for understanding</i>	<i>Rackets, bats and balls</i>	<i>Gymnastics</i>	<i>Health and Wellbeing</i>	<i>Athletics</i>	<i>Explorers</i>
PSHE (Jigsaw)	<i>Being me in my world</i>	<i>Celebrating difference</i>	<i>Dreams and goals</i>	<i>Healthy me</i>	<i>Relationships (SRE) – following Grimsdyke’s SRE curriculum</i>	<i>Changing Me (SRE) – following Grimsdyke’s SRE curriculum</i>
Art and Design	<i>‘Colour me in’ Colour theory, painting skills, and self-portraits</i>	<i>‘Sparks and flames through different mediums’ A mixture of art skills and DT</i>	<i>‘Art from the Far East’ Asian art recreations</i>		<i>‘Animal inspired art’ Drawing from memory and observational drawing</i>	<i>‘Caribbean art’ Still life and food technology</i>
Design and Technology		<i>Suitability of materials: Making Tudor houses</i>	<i>Sewing and weaving Sew a Chinese symbol</i>	<i>Exploring Set Design: Habitat in a Matchbox (shoe boxes)</i>	<i>Making castles (mechanisms - sliders, levers, hinges)</i>	<i>Food from the Caribbean</i>



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Music	<i>Embedding Musical Roots</i>	<i>Carnival of the Animals</i>	<i>Chinese Music</i>	<i>Grandma Rap</i>	<i>Opera: The magic flute</i>	<i>Playground Games</i>
R.E	<i>What makes a home? Hinduism & Jainism C/D</i>	<i>How do we remember people and why? Humanism & Christianity C/E</i>	<i>What rules are most important and why? Judaism B/F</i>	<i>Why is the cross important to Christians? Christianity A/E</i>	<i>How are we the same and different from other people and does it matter? Islam & Baha'i B/D</i>	<i>What does faith say about change? How does it make us feel and how can we become better? Buddhism A/F</i>
Curriculum Enrichment	<i>CREW – Florence Nightingale and Mary Seacole Dress up day – Famous People Coding Day</i>	<i>CREW – The Great Fire of London Recreate the burning of Tudor houses Year 2 Christmas performance Christmas Panto</i>	<i>Chinese New Year activities</i>	<i>Planting in the plant beds Local area walk to observe local wildlife</i>	<i>Windsor Castle visit</i>	<i>Dress up day – Carnivals Food experience day linked to carnival</i>