

Learning Map for Year 2: Autumn 1 2026

Music - Pulse

Demonstrate an understanding of pulse and rhythm through vocal, movement, and instrumental activities. Learning to keep a steady pulse using body movements and instruments, use a internal "thinking voice", copy word-pattern rhythms, and perform.

Outdoor PE - Multi Skills

Indoor PE- Skip to the beat

Phonics

Develop knowledge of phonics through reading aloud and with peers.
Continue to decode and recognise words through blending and segmenting sounds.
Develop and focus on grammar through reading, writing and speaking.
Discuss and ask relevant questions about our theme.

Writing (using 'The Robot and the Bluebird' as stimulus)

Create and publish a diary entry, from the perspective of Robot. Learning the features of a diary, and using conjunctions, proper nouns, adjectives, capital letters and full stops.
Instructional writing leading to a booklet, with focus on capital letters, full stops and imperative verbs.
Oracy development during discussion around thoughts, feelings and predictions.

Computing - We are Astronauts!

Learn what algorithms are and then create their own algorithms using Scratch Junior.
Add and edit sprites and backgrounds, and create a story about going to space.
Debug errors in algorithms.

Music

PE

English

Computing

PSHE

PSHE - Mental Health and Well Being

Explore a range of feelings, strategies for managing unhelpful thoughts, and how to navigate experiences of change. Learning to notice, name, and manage feelings of varying intensity.



Maths

Reading

Read a variety of texts and to apply their phonics skills to their reading.
Explore the key books in detail and to read for information.
Read for a purpose - research topics in Theme and Science.

History

DT

RE

Science

Maths - Place Value, Addition and Subtraction

Master place value concepts up to 100 and build fluency in addition and subtraction strategies, including crossing 10.
Learning to read, write, partition, compare, and order numbers to 100, alongside calculating number bonds, fact families, and solving two-digit addition and subtraction problems.

History - How have schools changed?

Exploring how schools have changed over time and comparing them to schools today. Debating about whether school is better today, securing knowledge of timelines and identifying similarities and differences. Using sources to research and develop ideas of schools in the past.

DT - Healthy Wraps

Understanding the Eatwell plate by recognising food groups and their nutritional value.
Understanding the detrimental effects that sugar can have on our bodies including on teeth.
Creating a healthy wrap using a recipe designed for nutritional values for a child.

RE - Why do Christians call Jesus a saviour?

Explore how Jesus is viewed as a friend and 'Saviour' (rescuer) through key Bible narratives and Christian traditions. Learning to retell stories of people whose lives were changed by Jesus, explain the concept of salvation and forgiveness, and describe how Christians follow his example today.

Science - Living Things and their Habitats

Investigate the basic survival needs of animals and humans, alongside the essential habits that keep human bodies healthy.
Learn to identify features and survival needs across five animal groups, alongside understanding the role of exercise, balanced nutrition, hand hygiene, and dental care.
Carry out practical investigations and outdoor data collection.