

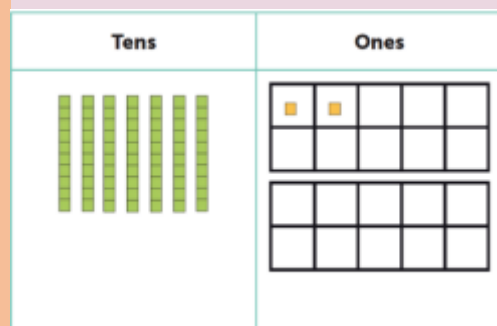
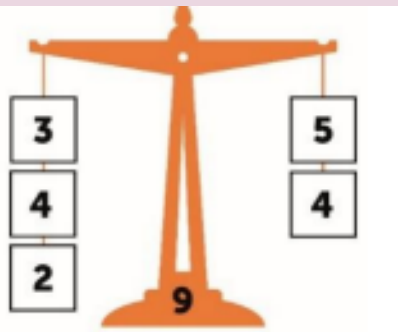
Knowledge Map-Year 2

Advent 1– 2026-2027

Maths

Place value

This term in Maths, children will focus on recognising, counting, and comparing numbers to 100, as well as exploring equivalency.



Scan to play TT Rockstars.



Scan to access Oxford Owl.

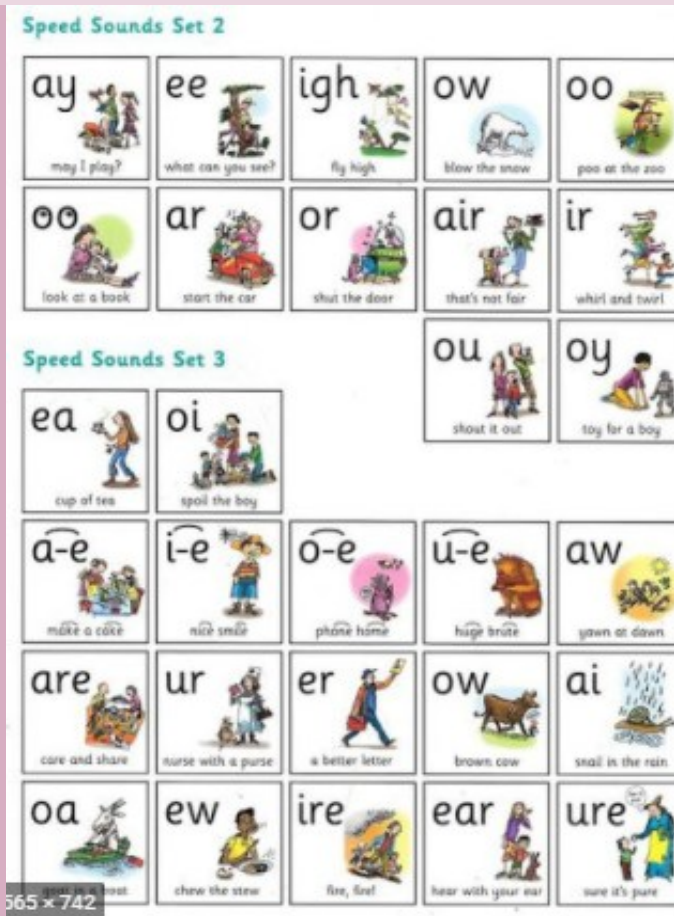
Dates

15.9.26-Family Maths games 8:45-9:15 families invited.

16.9.26-Jeans for genes day, children to come to school dressed in jeans and bring £1.

25.9.26-Family reading 8:45-9:15 families invited.

29.9.26-School photographs.



English

This term, we will be learning how to write an exciting story based on **The Frog and the Stranger**. Children will explore the characters and events in the story before creating their own narrative. We will practise using interesting vocabulary, describing characters and settings, sequencing events and using capital letters, full stops and other punctuation correctly.

PE Days

P.E will be on a Wednesday and a Thursday.

Prayer

God grant me a kind and honest heart.
Amen.

RE

Creation and Covenant

We will explore the theme of Creation and Covenant through Genesis 6:9–9:17, Psalm 139, and the concept of Stewardship, learning that God created our world and how we are called to care for His creation.



RSE

We will be recapping the Holy Trinity, and what makes a good neighbour. We will be using this learning to think about living in the wider world, with a focus on the communities we are part of.

Hug a tree - put your ear to its trunk and try to hear it breathing.



Computing, History, Art and Science

What is a computer?

Battery	A cell or connected group of cells that store electrical energy to power wireless devices.
Buttons	Switches that you can press to control a device.
Computer	Electronic machine that accepts and processes information to produce an output, and then stores the results.
Desktop	A tower computer that needs a mouse, keyboard and monitor, that stays in one place.
Device	Equipment created for a certain purpose or job.
Electricity	A type of energy, that is usually invisible, that can be made or stored and used to make devices work.
Input	A way of telling the computer what you want it to do.
Invention	A new device or process which solves a problem.
Keyboard	An input device made up of buttons that create letters, numbers, and symbols, as well as perform other functions.
Laptop	A compact computer that is easy to carry and move around.
Monitor	An output device, which shows what is happening on the computer for example videos, images and text.
Mouse	A handheld device that is used to move things around on the computer screen.
Output	Information or data that is sent by the computer to an output device such as a printer or speakers.
Technology	Using scientific knowledge to help us to create new devices or tools.
Wire	A long, thin and flexible piece of metal protected by a plastic coating. Electrical wire is used to carry electricity.

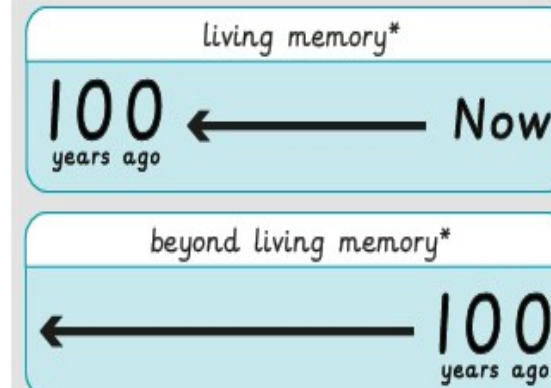
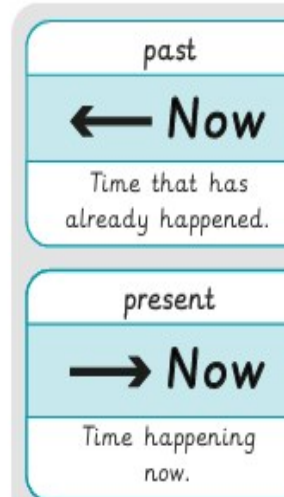
Key facts

Some computers have a keyboard, screen and mouse, others have buttons to make them do things.

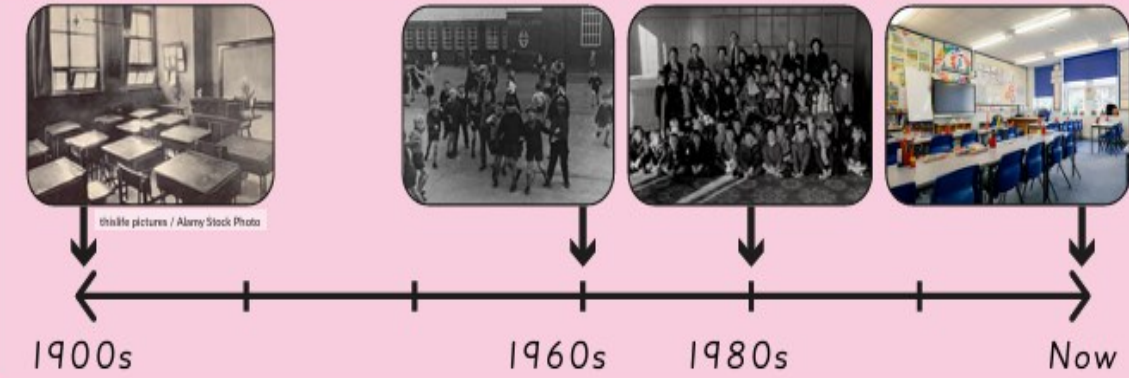


All computers need electricity - they can get this through wires into the wall or batteries!

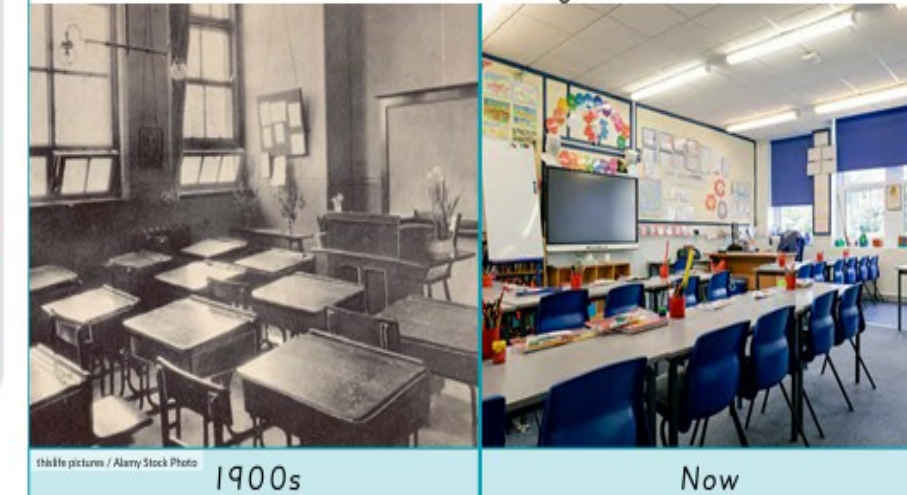
These items all use technology.



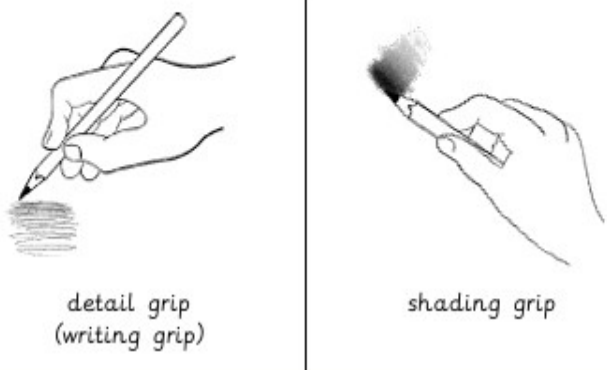
Timeline of schools in the past



What has changed?



Holding a pencil to shade



Texture

The way that something feels when it is touched.



Artists

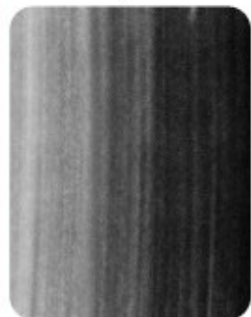
- Käthe Kollwitz.
- Max Ernst.
- Sari Deines.
- Saeed Akhtar.

Drawing materials

- Chalk.
- Crayon.
- Oil pastel.
- Soft pastel.
- Charcoal.
- Graphite sticks.

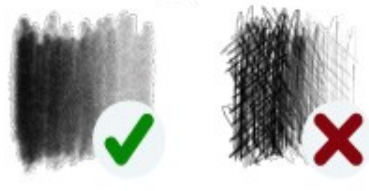
Tone

How light or dark something is.



The four rules of shading

1. Use the side of the pencil.
2. Work in one direction.
3. Press evenly.
4. Leave no gaps.



Everyday Materials

