

**2024/2025
Year 2
Curriculum
Map**

**What
We'll
Build**

**Term
2.1**



Our Vision

Grow, Flourish Succeed.

Our Mission

**Together we inspire creative,
mindful learners who value
diversity , support one another
and strive for success.**



Have you got your hammer? Have you got your hard hat?

Come with me as we dive into a world of buildings and architecture.

Who knows what we will see, who knows what we will build. The world is ours to enjoy and look after. Let's have some fun!





As writers, we will:

- Develop our understanding of fiction texts as we explore 'The Building Boy.'
- Focus on planning a story with a clear beginning, middle, and end.
- Use a story map, a powerful tool that allows us to break down our story into key sections. This map will guide us in arranging the events logically and ensure our story flows smoothly from start to finish.
- Incorporate descriptive vocabulary to bring our characters, settings, and events to life.



As readers, we will:

- Be introduced to a range of non-chronological reports and personal narratives.
- Draw upon our prior knowledge, in order to make inferences on how characters might be feeling.
- Apply the key skill of fluency, fact retrieval and sequencing, in order to identify the beginning, middle and end of a text.



As mathematicians, we will:

- Be introduced to multiplication and division.
- Use concrete resources to create equal groups, complete repeated addition and make arrays.
- Compare and order lengths, heights, mass, capacity and temperature.



As scientists we will :

- Identify and analyse different materials.
- Discover ways the shape of an object can be changed.
- Research different materials that can be used to make the same product.



In computing we will:

- Describe a series of instructions as a sequence.
- Explain what happens when the order of instructions is changed.
- Design an algorithm.
- Create and debug a program.



As historians we will:

- Learn about Christopher Wren and understand why he is remembered as a significant historical person.
- Create a timeline of Christopher Wren's life and recount key events that made him a significant historical figure.
- Discuss how the invention of the steam train changed people's lives in the past.



As designers we will:

- Design a model of a steam engine by identifying some of its features and explaining how it works.
- Create a model of a steam engine using a variety of materials.
- Draw a cityscape of Dubai by observing its unique buildings and using different shapes and lines to represent them.



As citizens' of the UAE we will:

- Explore the seven emirates of UAE.
- Explore the animals and traditional foods significant to the UAE culture.
- Understand the importance of museums in preserving and showcasing the cultural heritage.
- Explore the differences in shopping habits between past and present.