CARDINAL NEWMAN CATHOLIC PRIMARY SCHOOL YEAR 2 TERMLY OVERVIEW – Summer 2025



Week	Events	R.E.	Flourish	English	Maths	Science	Humanities	Art/DT	Music	Computing	PE
21.04 (Easter Monday – children	Year 2 leading whole school mass –	<u>To the Ends</u> of the Earth	<u>The Cycle of</u> <u>Life</u>	<u>Kassim and</u> <u>the Greedy</u> <u>Dragon</u>	Fractions Time	Living things and plants Investigation	<u>Geography –</u> <u>What makes</u> <u>the seaside</u> <u>different?</u>	<u>DT –</u> <u>Mechanisms</u> <u>– Making a</u> <u>moving</u> <u>monster</u>	<u>Music</u> Festival 2025	<u>Creating</u> <u>media –</u> <u>digital music</u>	<u>Net and</u> <u>Wall</u> Defending
back to school 22.04)	24.04 2pm								<u>Music Tech</u>		<u>Athletics</u> Sprinting
28.04		<u>To the Ends</u> of the Earth	<u>Beginnings and</u> <u>Endings</u>	<u>Kassim and</u> <u>the Greedy</u> <u>Dragon</u>	Time	Living things and plants Investigation	<u>Geography –</u> <u>What makes</u> <u>the seaside</u> <u>different?</u>	<u>DT –</u> <u>Mechanisms</u> <u>– Making a</u> <u>moving</u> <u>monster</u>	<u>Music</u> Festival 2025	<u>Creating</u> <u>media –</u> <u>digital music</u>	<u>Net and</u> <u>Wall</u> Defending
									<u>Music Tech</u>		<u>Athletics</u> Sprinting
05.05	Bank Holiday Monday 05.05	<u>To the Ends</u> of the Earth	<u>Change is all</u> around me	<u>Kassim and</u> <u>the Greedy</u> <u>Dragon</u>	Statistics	Animals including humans Recovering after	<u>Geography –</u> What makes <u>the seaside</u> <u>different?</u>	<u>DT –</u> <u>Mechanisms</u> <u>– Making a</u> <u>moving</u> <u>monster</u>	<u>Music</u> <u>Festival</u> <u>2025</u>	<u>Creating</u> <u>media –</u> digital music	<u>Net and</u> <u>Wall</u> Defending
						illness			<u>Music Tech</u>		<u>Athletics</u> Sprinting

12.05		<u>To the Ends</u> of the Earth	Real Life Outcomes	<u>Kassim and</u> <u>the Greedy</u> <u>Dragon</u>	Statistics	<u>Uses of</u> <u>everyday</u> <u>materials</u> Where materials come from	<u>Geography –</u> <u>What makes</u> <u>the seaside</u> <u>different?</u>	<u>DT –</u> <u>Mechanisms</u> <u>– Making a</u> <u>moving</u> <u>monster</u>	<u>Music</u> <u>Festival</u> <u>2025</u> <u>Music Tech</u>	<u>Creating</u> <u>media –</u> <u>digital music</u>	<u>Net and</u> <u>Wall</u> <u>Defending</u> <u>Athletics</u> <u>Sprinting</u>
19.05	Year 2 Celebration of Work 23.05 St George's Music Festival 21.5.25	<u>To the Ends</u> of the Earth	<u>Rules to Help</u> <u>Us</u>	<u>Kassim and</u> <u>the Greedy</u> <u>Dragon</u>	Position and Direction	<u>Uses of</u> <u>everyday</u> <u>materials</u> Absorbency	<u>Geography –</u> <u>What makes</u> <u>the seaside</u> <u>different?</u>	<u>DT –</u> <u>Mechanisms</u> <u>– Making a</u> <u>moving</u> <u>monster</u>	<u>Music</u> <u>Festival</u> 2025 <u>Music Tech</u>	<u>Creating</u> <u>media –</u> digital music	Net and Wall Defending <u>Athletics</u> Sprinting
					HALF	TERM					

02.06	2 nd June INSET DAY	<u>Dialogue</u> <u>and</u> <u>Encounter</u>	<u>Internet Safety</u>	<u>Poetry – Shape</u> <u>and Diamante</u>	Addition (revision)	<u>Uses of</u> <u>everyday</u> <u>materials</u> Stretchy Materials	<u>History – Who</u> <u>has ruled the</u> <u>United</u> <u>Kingdom?</u>	<u>Art – How</u> <u>can I create</u> <u>shadows</u> <u>through</u> <u>colour?</u> <u>(Seurat)</u>	Recorder (Instrumen t and notation)	<u>Programming</u> <u>B - quizzes</u>	<u>Striking</u> <u>and</u> <u>Fielding</u> <u>Rolling</u> <u>Target</u> <u>Games-</u> <u>aiming</u>
09.06		<u>Dialogue</u> <u>and</u> Encounter	<u>Three in One</u>	<u>Poetry – Shape</u> <u>and Diamante</u>	Subtraction (revision)	Living things and their habitats/ plants Habitats around the world	<u>History – Who</u> <u>has ruled the</u> <u>United</u> <u>Kingdom?</u>	<u>Art – How</u> <u>can I create</u> <u>shadows</u> <u>through</u> <u>colour?</u> (Seurat)	Recorder (Instrumen t and notation)	<u>Programming</u> <u>B – quizzes</u>	<u>Striking</u> <u>and</u> <u>Fielding</u> <u>Rolling</u> <u>Target</u> <u>Games-</u> <u>aiming</u>
16.06		<u>Dialogue</u> <u>and</u> Encounter	<u>Who is my</u> <u>neighbour?</u>	<u>Information</u> <u>Writing –</u> <u>Dragons</u>	Multiplication (revision)	Living things and their habitats/ plants Woodlice investigation	<u>History – Who</u> <u>has ruled the</u> <u>United</u> <u>Kingdom?</u>	<u>Art – How</u> <u>can I create</u> <u>shadows</u> <u>through</u> <u>colour?</u> (Seurat)	Recorder (Instrumen <u>t and</u> notation)	<u>Programming</u> <u>B – quizzes</u>	<u>Striking</u> <u>and</u> <u>Fielding</u> <u>Rolling</u> <u>Target</u> <u>Games-</u> <u>aiming</u>
23.06	School Trip to Windsor Castle Assessment Week	<u>Dialogue</u> <u>and</u> Encounter	<u>The</u> <u>communities</u> <u>we live in</u>	<u>Information</u> <u>Writing –</u> <u>Dragons</u>	Division (revision)	Living things and their habitats/ plants Adaptation and	<u>History – Who</u> <u>has ruled the</u> <u>United</u> <u>Kingdom?</u>	<u>Art – How</u> <u>can I create</u> <u>shadows</u> <u>through</u> <u>colour?</u> <u>(Seurat)</u>	Recorder (Instrumen <u>t and</u> notation)	<u>Programming</u> <u>B – quizzes</u>	Striking <u>and</u> Fielding <u>Rolling</u>

	Sports					habitats					
	Day27.6.25										<u>Target</u> <u>Games-</u> <u>aiming</u>
30.06		<u>Dialogue</u> <u>and</u> <u>Encounter</u>	<u>Needs and</u> <u>Wants</u>	<u>Information</u> <u>Writing –</u> <u>Dragons</u>	Division (revision)	Living things and their habitats/ plants	<u>History – Who</u> <u>has ruled the</u> <u>United</u> <u>Kingdom?</u>	<u>Art – How</u> <u>can I create</u> <u>shadows</u> <u>through</u> <u>colour?</u> (Seurat)	Recorder (Instrumen t and notation)	<u>Programming</u> <u>B – quizzes</u>	<u>Striking</u> <u>and</u> <u>Fielding</u> <u>Rolling</u>
											<u>Target</u> <u>Games-</u> <u>aiming</u>
07.07		<u>Dialogue</u> <u>and</u> <u>Encounter</u>	<u>Needs and</u> <u>Wants</u>	<u>Consolidation</u> and Review	Fractions (revision)	Living things and their habitats/ plants Revisit dead, alive, never living	<u>History – Who</u> <u>has ruled the</u> <u>United</u> <u>Kingdom?</u>	<u>Art – How</u> <u>can I create</u> <u>shadows</u> <u>through</u> <u>colour?</u> (Seurat)	Recorder (Instrumen <u>t and</u> notation)	<u>Programming</u> <u>B – quizzes</u>	<u>Striking</u> <u>and</u> <u>Fielding</u> <u>Rolling</u>
											<u>Target</u> <u>Games-</u> aiming
14.07	End of Term 18.07 12:30	<u>Dialogue</u> <u>and</u> <u>Encounter</u>	<u>Wellbeing</u>	<u>Consolidation</u> and Review	Time (revision)	Living things and their habitats/ plants Assessment	<u>History – Who</u> <u>has ruled the</u> <u>United</u> <u>Kingdom?</u>	<u>Art – How</u> <u>can I create</u> <u>shadows</u> <u>through</u> <u>colour?</u> <u>(Seurat)</u>		<u>Programming</u> <u>B – quizzes</u>	<u>Striking</u> <u>and</u> <u>Fielding</u> <u>Rolling</u>
											<u>Target</u> <u>Games-</u>

											<u>aiming</u>
End of Term											