

CARDINAL NEWMAN CATHOLIC PRIMARY SCHOOL
YEAR 2 TERMLY OVERVIEW – Summer 2026



Week	Events	R.E.	Flourish	English	Maths	Science	Humanities	Art/DT	Music	Computing	PE
13.04	Adoration 14/4 Easter Mass 13/4	<u>Desert to Garden - Resurrection</u>	<u>Good Relationships</u>	<u>Diary Entries</u>	Measurement – capacity, volume and temperature	Experiment	<u>Was the Great Fire of London a disaster?</u>	<u>Texture and forms of St Paul's cathedral</u>	<u>Music Festival 2026</u> <u>Glockenspiel</u>	<u>Pictograms</u>	Dance Performing in s group
20.04	Violet Class Forest School 23/4	<u>To the Ends of the Earth</u>	<u>The Cycle of Life</u>	<u>Kassim and the Greedy Dragon</u>	Fractions Time Revision / 4 arithmetic operations $+-\times\div$	Plant Growth	<u>Geography – What makes the seaside different?</u>	<u>DT – Mechanisms – Making a moving monster</u>	<u>Music Festival 2026</u> <u>Glockenspiel</u>	<u>Creating media – digital music</u>	<u>Net and Wall</u> Defending <u>Athletics</u> Sprinting
27.04		<u>To the Ends of the Earth</u>	<u>Beginnings and Endings</u>	<u>Kassim and the Greedy Dragon</u>	Time Revision / 4 arithmetic operations $+-\times\div$	Plant Growth	<u>Geography – What makes the seaside different?</u>	<u>DT – Mechanisms – Making a moving monster</u>	<u>Music Festival 2026</u> <u>Glockenspiel</u>	<u>Creating media – digital music</u>	<u>Net and Wall</u> Defending <u>Athletics</u> Sprinting

04.05	Bank Holiday Monday 04.05	<u>To the Ends of the Earth</u>	<u>Change is all around me</u>	<u>Kassim and the Greedy Dragon</u>	Statistics Revision / 4 arithmetic operations $+-\times\div$	Plant Growth	<u>Geography – What makes the seaside different?</u>	<u>DT – Mechanisms – Making a moving monster</u>	<u>Music Festival 2026</u> Glockenspi el	<u>Creating media – digital music</u>	<u>Net and Wall</u> <u>Defending</u> <u>Athletics</u> <u>Sprinting</u>
11.04		<u>To the Ends of the Earth</u>	Real Life Outcomes	<u>Kassim and the Greedy Dragon</u>	Statistics Revision / 4 arithmetic operations $+-\times\div$	Plant Growth	<u>Geography – What makes the seaside different?</u>	<u>DT – Mechanisms – Making a moving monster</u>	<u>Music Festival 2026</u> Glockenspi el	<u>Creating media – digital music</u>	<u>Net and Wall</u> <u>Defending</u> <u>Athletics</u> <u>Sprinting</u>
18.04		<u>To the Ends of the Earth</u>	<u>Rules to Help Us</u>	<u>Kassim and the Greedy Dragon</u>	Position and Direction Revision / 4 arithmetic operations $+-\times\div$	Plant Growth	<u>Geography – What makes the seaside different?</u>	<u>DT – Mechanisms – Making a moving monster</u>	<u>Music Festival 2026</u> Glockenspi el	<u>Creating media – digital music</u>	<u>Net and Wall</u> <u>Defending</u> <u>Athletics</u> <u>Sprinting</u>

HALF TERM

01.06	1st June INSET DAY	<u>Dialogue and Encounter</u>	<u>Internet Safety</u>	<u>Poetry – Shape and Diamante</u>	Addition (revision)	<u>MAKING CONNECTIONS</u> Plant-based materials	<u>History – Who has ruled the United Kingdom?</u>	<u>Art – How can I create shadows through colour? (Seurat)</u>	<u>Glockenspi el</u>	<u>Programming B - quizzes</u>	<u>Striking and Fielding</u> <u>Rolling</u> <u>Target Games-aiming</u>
08.06		<u>Dialogue and Encounter</u>	<u>Three in One</u>	<u>Poetry – Shape and Diamante</u>	Subtraction (revision)	<u>MAKING CONNECTIONS</u> Plant-based materials	<u>History – Who has ruled the United Kingdom?</u>	<u>Art – How can I create shadows through colour? (Seurat)</u>	<u>Glockenspi el</u>	<u>Programming B – quizzes</u>	<u>Striking and Fielding</u> <u>Rolling</u> <u>Target Games-aiming</u>
15.06	Assessment Week	<u>Dialogue and Encounter</u>	<u>Who is my neighbour?</u>	<u>Information Writing – Dragons</u>	Multiplication (revision)	<u>MAKING CONNECTIONS</u> Plant-based materials	<u>History – Who has ruled the United Kingdom?</u>	<u>Art – How can I create shadows through colour? (Seurat)</u>	<u>Glockenspi el</u>	<u>Programming B – quizzes</u>	<u>Striking and Fielding</u> <u>Rolling</u> <u>Target Games-</u>

											<u>aiming</u>
22.06	School Trip 23/6 Sports Day 26.6.25	<u>Dialogue and Encounter</u>	<u>The communities we live in</u>	<u>Information Writing – Dragons</u>	Division (revision)	<u>MAKING CONNECTIONS</u> Plant-based materials	<u>History – Who has ruled the United Kingdom?</u>	<u>Art – How can I create shadows through colour? (Seurat)</u>	<u>Glockenspi el</u>	<u>Programming B – quizzes</u>	<u>Striking and Fielding</u> <u>Rolling</u> <u>Target Games-aiming</u>
29.06	Summer Fair	<u>Dialogue and Encounter</u>	<u>Needs and Wants</u>	<u>Information Writing – Dragons</u>	Division (revision)	<u>MAKING CONNECTIONS</u> Plant-based materials	<u>History – Who has ruled the United Kingdom?</u>	<u>Art – How can I create shadows through colour? (Seurat)</u>	<u>Glockenspi el</u>	<u>Programming B – quizzes</u>	<u>Striking and Fielding</u> <u>Rolling</u> <u>Target Games-aiming</u>

06.07		<u>Dialogue and Encounter</u>	<u>Needs and Wants</u>	<u>Consolidation and Review</u>	Fractions (revision)	<u>MAKING CONNECTIONS</u> Plant-based materials	<u>History – Who has ruled the United Kingdom?</u>	<u>Art – How can I create shadows through colour? (Seurat)</u>	<u>Glockenspiel</u>	<u>Programming B – quizzes</u>	<u>Striking and Fielding</u> <u>Rolling</u> <u>Target Games-aiming</u>
13.07	End of Term 17.07 12:30	<u>Dialogue and Encounter</u>	<u>Wellbeing</u>	<u>Consolidation and Review</u>	Time (revision)	<u>MAKING CONNECTIONS</u> Plant-based materials	<u>History – Who has ruled the United Kingdom?</u>	<u>Art – How can I create shadows through colour? (Seurat)</u>		<u>Programming B – quizzes</u>	<u>Striking and Fielding</u> <u>Rolling</u> <u>Target Games-aiming</u>

End of Term