

# Year 2 Long Term Plan



	Autumn	Spring	Summer
Topic:	Habitats: Where do animals and creatures live? Famous People/Inventors	Great Fire of London Great fire of Nantwich	Coastline/Seaside/ Environment
English	<p><b>Autumn 1:</b> <i>Troll Swap</i> by Leigh Hodgkinson Outcome-Fiction: focus on characters <i>The Troll</i> by Julia Donaldson</p> <p><b>Autumn 2:</b> <i>The Owl who was afraid of the dark</i> by Jill Tomlinson Outcome – Non Chronological report <i>The Gruffalo</i> by Julia Donaldson: focus on a story re-tell</p>	<p><b>Spring 1:</b> <i>Dragon Machine</i> by Helen Ward Outcome-Fiction: adventure focus <i>Toby and the GfOL</i> by Margaret Nash and Jane Cope</p> <p><b>Spring 2:</b> <i>Major Glad, Major Dizzy</i> by Jan Oke Outcome-Recount: diary entry <i>The Bear and the Piano</i> (a range of writing for moderation)</p>	<p><b>Summer 1:</b> <i>The Last Wolf</i> by Mini Grey Outcome-Letter: letter in role <i>Grandad's Island</i> by Benji Davies</p> <p><b>Summer 2:</b> <i>Grandad's Secret Giant</i> by David Litchfield Outcome-Fiction: moral focus <i>The Lighthouse Keeps Lunch</i></p>
Maths	<p>Number: <i>Place value of 2 digit numbers</i> Number: <i>Addition and Subtraction Statistics</i></p>	<p>Number: <i>Multiplication and Division</i> Measurement: <i>Money</i> Number: <i>Fractions</i> Geometry: <i>Shape</i></p>	<p>Measurement: <i>Time</i> Measurement: <i>Length and Height</i> Measurement: <i>Mass, Capacity and Temperature</i></p>
Science	<p>Autumn 1 – <b>Animals including humans</b> Autumn 2 – <b>Living things and their habitats</b></p>	<p>Spring 1 and 2 -<b>Plants</b> (to run across two terms due to SATs prep)</p>	<p>Summer 1 – <b>Materials</b> Summer 2 – <b>The environment</b></p>
History	<p><b>Famous inventors/people</b> -the lives of significant individuals in the past who have contributed to national and international achievements -life in different periods</p>	<p><b>Great Fire of Nantwich/London</b> -events beyond living memory -significant historical events, people and places in the locality Use Samuel Pepys's Diary in History lesson as a hook for writing.</p>	<p><b>The Great Barrier Reef – Australia</b> -significant individuals in the past.</p>
Geography	<p><b>Famous inventors/People</b> -Using a compass – link to famous pirates</p>	<p><b>Great Fire of Nantwich – Local area study</b> -Using basic geographical vocabulary -Use aerial photographs and recognise landmarks</p>	<p><b>The Great Barrier Reef – Australia</b> -Geographical similarities and differences through studying human and physical geography -Basic Geographical vocabulary to refer to key physical features.</p>
D&T	<p><b>Famous Inventors/people</b> - Textiles – Research famous puppets, create a plan for our very own hand puppet, design and make a hand puppet.</p>	<p><b>Spring 2 – Baking bread</b> Research well known bread company's ad. Understand the process for making bread. Design a bread product and have a go at making bread.</p>	<p><b>Mechanisms – Underwater moving picture.</b> Explore mechanisms; consider how to create our own moving picture. Design, create and evaluate our own moving picture.</p>
Art	<p><b>Autumn 1 – Colour – Pop Art</b>– Experimenting with tones of a colour, using black to darken a colour, using different brush strokes, mixing primary colours to make secondary colours.</p>	<p><b>Spring 1 – Texture</b> – Create collage of Tudor house during the Great Fire of Nantwich</p>	<p><b>Summer 2 – Form</b> – Create beach structure using natural materials – Model of a Lighthouse/Boat</p>
Music	<p>To recognise sounds and rhythm, and recognise changes in timbre and rhythm.</p>	<p>Experimenting with singing. Exploring percussion instruments</p>	<p>To select and order sounds to create a performance. To recognise and recall rhythmic phrases that have been previously learnt</p>

<b>Citizenship</b>	<b>Health and wellbeing</b> - Growing and changing/keeping safe	<b>Relationships</b> – valuing difference	<b>Living in the wider world</b> – rights and responsibilities, taking care of the environment, money matters
<b>Computing</b>	Introduction to Scratch, playing and creating games.	Researching a topic, using internet search engines and Microsoft power-point.	Collecting data about bugs, using Microsoft excel. Google maps and google search. Children to create a map/chart found in different locations.