Long Term Plan Year 2 (2024-2025)

Year 2	Autumn 1		Autumn 2	
RE	**Domestic Church** Family: Beginnings	**Baptism/Confirmation** Belonging: Signs & Symbols	**Judaism** Prayer/Home: Shabbat	**Advent/Christmas** Loving: Preparing
English	**Stories in familiar settings** **Non-chronological reports** **Whole class reading:** The Day the Crayons Came Home		**Instructions** **Poetry with a theme:** Nonsense poetry **Recounts** **Whole class reading:** The Twits	
Maths	**Number:** Place Value	**Number:** Addition and Subtraction		**Geometry:** Properties of shape.
IPC	**Brainwave: Metacognition**	**Super Humans**	**From A to B**	
	Goals: **Knowledge** ● Following strategies to manage our emotions. ● Applying metacognitive strategies to improve our learning. ● The diversity of the human race. **Enquiry types** ● Research using secondary sources **Working scientifically** ● Asking simple questions and	**Science:** **Knowledge** ● The bodies of humans and animals. ● The senses and the organs connecting to them. ● What living things need to survive. ● Food groups and how food gives us energy. **Enquiry types** ● Research using secondary sources ● Pattern seeking	**Geography:** ● How we travel to school ● How we can use maps to record our journey ● Travel to – and around – different countries **History:** ● Changes within living memory ● Interviews and eyewitness accounts as a primary historical source ● Timelines that show when different types of transport were invented **Art:** ● How to make our own artwork to capture speed and movement. **Music:**	

	recognising that they can be answered in different ways.	• Identifying, classifying and grouping **Working scientifically** • Asking simple questions and recognising that they can be answered in different ways. • Performing simple tests & identifying and classifying, **Design, Technology and Innovation:** • Designing products that are able to do a particular job.	• How to create our own sound journey using voices and instruments • KS1 Nativity
PSHE	Created and loved by God		Created and loved by God
PE	Forest School / Multiskills		Multiskills/ Gymnastics
Computing	**Computing systems and networks:** Internet Safety and IT around us Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies		**Creating media:** Digital photography

Year 2	Spring 1			Spring 2	
RE	Local Church Community: Books		Eucharist Relating: Thanksgiving	Lent/Easter Giving: Opportunities	
English	**Poetry:** Poetry based on a theme – Habitats/Transport **Persuasion** **Whole class read:** Fantastic Mr Fox			**Traditional tales (fables)** **Fairy tales**	
Maths	**Measurement:** Money	**Number:** Multiplication and division		**Measurement:** Length and Height	**Measurement:** Mass, capacity and temperature
IPC	Live and Let Live			Buildings	

Live and Let Live

Science:

Knowledge
- What animals and humans need to survive and grow.
- How living and nonliving things are different.
- How humans and animals grow and change.
- How to carry out a survey of living things.
- How to attract wildlife to our environment.

Enquiry types
- Pattern seeking
- Identifying, classifying and grouping

Working scientifically
- Performing simple tests & identifying and classifying,
- Asking simple questions and recognising that they can be answered in different ways.
- Gathering and recording data to help in answering questions.

Design, Technology and Innovation:
- Choose and use suitable materials (bug hotel)

Buildings

Art:
- Refine sketching skills (to make observations of local buildings)
- Experiment with watercolours
- Consider the effect of colour mixing to create different effects
- Explore simple mono printing techniques
- Use digital media eg: taking photos on iPads to convey different perspectives
- Look at a variety of types of source material and understand the differences
- Talk to a peer or teacher about the artwork made and share what you have enjoyed during the process, and what you like about the end result.
- Look at artists who use different styles of art to depict cities.

History:
- Identify features of buildings in the past compared to today.
- Consider changes to building materials.
- identify and explain differences between old and modern buildings in the local area.

Geography:
- Identify features of different homes around the world.

● Evaluate against design criteria **Geography:** ● Using maps to find places where plants and animals live. **International:** ● Animals that are endangered (homework project) ● How we look after the young and the old.	● What influenced the design of homes around the world. **Design, Technology and Innovation:** ● Know that design is driven by a purpose ● Be able to generate a design ● Be able to design products, taking inspiration from another source ● Be able to produce a final design proposal ● Be able to use a range of tools and techniques following guidance from an adult ● Know the risks to self and others when using tools ● Be able to build structures, exploring how they can be made stronger and meet a design need. **Science:** **Knowledge** ● How to test the strength of structures. ● How we can support structures and make them more stable. **Enquiry types** ● Observing over time ● Comparative and fair testing **Working scientifically** ● Using observations and ideas to suggest answers to questions. ● Observing closely, using simple equipment **Music** - Infant Music Festival

PSHE	Created to love others	Created to love others

PE	Gymnastics		Fundamental skills
Computing	**Creating media:** Digital music Use technology purposefully to create, organise, store, manipulate, and retrieve digital content To say how music can make us feel To identify that there are patterns in music To experiment with sound using a computer To use a computer to create a musical pattern To create music for a purpose To review and refine our computer work		**Data and information:** Pictograms Use technology purposefully to create, organise, store, manipulate and retrieve digital content To recognise that we can count and compare objects using tally charts To create a pictogram To select objects by attribute and make comparisons To recognise that people can be described by attributes To explain that we can present information using a computer

Year 2	Summer 1		Summer 2	
RE	**Pentecost** Serving: Spreading the Word	**Reconciliation** Inter-relating: Rules	**Islam** Prayer/Home: Prayer at home	**Universal Church** World: Treasures
English	**Introduction to plays** **Extended stories** **Whole class reading: The Sheep Pig**		**Poetry:** Poetry based on observation **Recounts**	
Maths	**Number:** Fractions	**Measurement:** Time	**Statistics**	**Geometry:** Position and direction
IPC	**Time Travellers - Great Fire of London**		**What a Wonderful World!**	

	History:
	● Observe or handle evidence to ask questions and find answers to questions about the past.
	● Use artefacts, pictures and stories to find out about the past.
	● Explore how a person from history might have been feeling.
	● Describe a significant local historical event.
	● Look at the achievements of important scientists and inventors.
	● Learn how to order a group of objects from old to new and look at the reasons technology changes over time.
	
	Science:
	Knowledge
	● Identify and compare the suitability of a variety of everyday materials.
	● Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.
	Enquiry types
	● Identifying, classifying & grouping.
			Geography:
			● Name and locate the world's seven continents and five oceans.
			● Understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom, and of a small area in a contrasting non-European country.
			● Use basic geographical vocabulary to refer to:
			  - Key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather.
			  - Key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop.	

● Pattern seeking. **Working scientifically** ● Performing simple tests & identify & classify. ● Gather and record data to help in answering questions. **Art:** ● Explore the work of an artist and make links to your own work. ● Use drawing and painting skills to depict your understanding of the Great Fire of London. **Design, Technology and Innovation:** ● Recreate nostalgic flavours.	
PSHE Created to live in community	Created to live in community
PE Athletics	Sports day/Forest school
Computing **Programming A:** Robot algorithms ● I can follow instructions given by someone else ● I can choose a series of words that can be acted out as a sequence ● I can give clear instructions ● I can use the same instructions to create different algorithms ● I can use an algorithm to program a sequence on a floor robot ● I can follow a sequence ● I can predict the outcome of a sequence ● I can compare my prediction to the program outcome ● I can explain the choices that I made for my mat design ● I can identify different routes around my mat ● I can create an algorithm to meet my goal	**Programming B:** An introduction to quizzes

	• I can use my algorithm to create a program • I can test and debug each part of the program	