## Year 2 Long Term Plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	Health Plague	Great Fire of London	Great Explorers - Aviation	Victorians	Africa - Kenya	Habitats
The Big Question	How and why did the plague spread?	How did London change as a result of the fire?	How did human flight become possible?	What was life like in the Victorian era?	How does life in Kenya compare to ours?	How does a habitat help plants and animals survive?
Key Text(s)	The Plague (various texts)  Plague: A Cross on the Door  By Ann Turnbull	The Great Fire – city in flames – By Ann Turnbull	My Dad's a Birdman By David Almond	The Victorians (non-fiction)	Lila and the secret of rain By David Conway  The Day the Rains Fell By Anne Faundez  The No 1 Car Spotter By Atinuke	Leaf By Sandra Dieckmann  Wild By Emily Hughes  The Hodgeheg By Dick King-Smith  One day on our Blue Planet By Ella Bailey
Visits/Experie nces	Eyam	Fire brigade visit Christmas Experience: Panto	Newark Air Museum	Victorian Experience Day St. Mary's Hucknall	Kenyan Day	Residential – Sherwood Forest
Science	Animals including humans 1	Uses of Everyday Materials	Animals including humans 2	Living things and their habitats	Plants	Living things and their habitats – Around the World

History	The plague	The Great Fire of London	History of aviation and individuals	The Victorians		
Geography	Human geography – types of settlement Fieldwork – gather information on the local area	Investigating and identifying London settlement features  Compare and contrast London and Hucknall – human and physical	Continents and oceans Locating features of a coastline		Comparing human and physical geography between Kenya and the UK	Fieldwork – Investigating diversity between Sherwood Forest and our school grounds
Computing	Health - Plague  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 Keyboard	Great Fire of London Use technology purposefully to create, organise, store, manipulate and retrieve digital content  Factfile on Purple Mash Powerpoint – Great Fire of London Digital artwork – Great Fire of London	Great Explorers - Aviation  Use logical reasoning to predict the behaviour of simple programs  Bee Bots Directions 2go Logo Safer internet day (whole school)	Kings and Queens – Victorians  Use technology purposefully to create, organise, store, manipulate and retrieve digital content Creating music – 2Sequence Invitation to a ball on photostory adding music	Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions Create and debug simple programs	Habitats  Databases – 2 2graph Data logger/time lapse videos on iPads of minibeasts

	/mouse skills - 2Type 2Blog - welcome to Year 2				2Code (Purple Mash – Y2 lesson plans) Scratch jr on iPads	
DT	Explore and use mechanisms, in their products Designing a vehicle that includes wheels, axles and axle holders, which will allow the wheels to move Select from and use a wide range of materials and components, including construction materials, according to their characteristics  Early Fire Engine		Great Explorers - Aviation  Select from and use a wide range of materials and components, including textiles, according to their characteristics  Cut and shape materials to make a parachute.		Africa - Kenya  Use the basic principles of a healthy and varied diet to prepare dishes Understand where food comes from.  Comparing English and African food.	
Art	Health - Plague  To develop art and design techniques Colour, texture, pattern, shape form and space Collage – using layering, whole class piece of work	Great Fire of London  To develop art and design techniques Colour, texture, pattern, shape form and space 3D – Architecture St Paul's Cathedral, other famous structures Historical look at buildings within London from wattle/daub based Tudor style buildings.  Box modelling to create own buildings/structures  Practise making different shapes; pillars, arches, windows	Great Explorers - Aviation  To use a range of materials creatively to design and make products Printing – line drawing  Designing a balloon. Look at how to use shading and pattern to create a	Kings and Queens – Victorians  To learn about the work of a range of artists, craft makers and designers Sketching and textile – portraits Holbein, Portraits of Queen Victoria	Africa - Kenya  To use sculpture and 3D design 3D - Mask making  Use papier mache to create an African mask  African Masks  Martin Bulinya  Use paintings to develop a 3D figure of an	To develop art and design techniques Colour, texture, pattern, shape form and space Painting – still life Paul Cezanne, post impressionists Observational drawings of fruit. Look at shading techniques and shadows to give subject a form within the space. Try adding colour in different ways – oil pastel and paint

	Henri Matisse collage work, microscopic images of bacteria Use paper collage to produce images Develop pattern Marbling		feel of depth within a drawing How pattern, texture, line, form and space can change the look of a surface.	Sketching faces, use mirrors or sketch partners Use observation and discuss technique of sketching; fine lines. Line drawing with some shading. Develop into stylised portraits – look at playing cards and coins	African person or animal. Compare with work of Alberto Giacometti – use foil as a base to create sculpture	Colour mixing to find different shade and tones
PE	Dance Multi-skills striking	Gymnastics	Dance	Gymnastics	Multi-skills ABCS	OAA
	and fielding	Multi-skills racket skills	Invasion games	Throwing and catching	Multi-skills attacking and defending	Multi-skills Athletics
Music	Use voices expressively and creatively by singing songs and speaking chants and rhymes  Hands, Feet, Heart - Singing	Use their voices expressively and creatively by singing songs and speaking chants and rhymes  Christmas Presentation Unit for FS/KS1  Singing and performing	Play tuned and untuned instruments musically  I wanna play in a band Glockenspiel & Percussion	Listen with concentration and understanding to a range of high-quality live and recorded music	Perform together and follow instructions that combine the musical elements. Experiment with, create, select and combine	Experiment with, create, select and combine sounds using the inter-related dimensions of music  Choose sounds and instruments carefully and make improvements to their own and others' work
	Key: C  Note Values: Crotchets, minims  Great fire of London Song – Singing	All children from FS/KS1 involved in learning and performing a 30 minute presentation which includes singing, optional instrumental	Key: F  Note Values: Minims, quavers and crotchets  Improvisation and composition	Friendship Song Singing	sounds Identify different groups of instruments.  Ukulele Course Step – 1 to 4 –	Zoo Time - Reggae Glockenspiel & Percussion Key: C Note values: Crotchets & Quavers

		parts, acting, movement and dance	Countries – Singing		Step 5-8 - learn learn the chords: C, F, G7 and G	Improvisation and composition: C,D,E Continents – Singing Oceans – Singing
PSHE	Autumn: Relationships		Spring: Living in the wider world		Summer: Health and wellbeing	
	Making Friends; feeling lonely and getting help  Managing secrets, resisting pressure and getting help. Recognising hurtful behaviour  Recognising things in common and differences; playing and working cooperatively		Belonging to a group; roles and responsibilities; being the same and different in the community  The internet in everyday life; online content and information  What money is; needs and wants; looking after money		Why sleep is important; medicines and keeping healthy; keeping teeth healthy; managing feelings and asking for help  Growing older; naming body parts; moving class or year  Safety in different environments; risk and safety at home; emergencies	
RE	Leaders Unit 2.1	Christmas Progression Grid	Believing Unit 2.2	Easter Progression	Belonging Unit 2.3	Jewish and Christian Stories Unit 2.4