

<u>Long Term Curriculum Plan - Year 2</u>

Subject	Autumn Term	Spring Term	Summer Term
	Gunpowder Plot	Voyagers	The Victorians
Geography	Christmas Christ	 Let's Explore the World Locational Knowledge: Have an understanding of the world outside of the UK by naming and locating the world's seven continents and five oceans. Place Knowledge: Describe the human and physical features of Europe using simple geographical vocabulary. Recognise the links and make comparisons between features of a small area of the UK and a small area of Europe Human and Physical Geography: Identify the location of cold and hot environments in relation to the North and South pole and the Equator. Use geographical vocabulary to talk about key physical and human features. Describe and compare the human and physical similarities and differences between an area of the UK and a contrasting non-European country. Geographical Skills and Fieldwork: Maps and atlases: Use maps, atlases and globes to identify and locate the places that I am learning about during the topic 'Voyagers' Identify the location of features and routes on a map using North, South, East and West. Photographs: Identify and discuss photographs of human and physical features 	<u>Fieldwork</u>



artifacts and objects.• of mark making techniques.for an image.• Use water colours to paint• Creating Texture: Explore and experiment• Arrange shapes appropriately.	History	Events beyond living memory that are significant nationally or	Movers and Shakers The lives of significant individuals -	Conisbrough Ivanhoe Primary Academy Magnificent Monarchs Changes within living memory – The Victorians
Pictures arey scale • Mix and match colours to artifacts and objects. • Charcoal Mark making: Develop a range of mark making techniques. • Charcoal Mark making: Develop a range of mark making techniques. • Use water colours to paint different backgrounds. • Creating Texture: Explore and experiment with mark making to create textures. • My object story - Columbus' Voyage: Develop observational drawing using real life objects linked to a voyage • Creating Characters - Explorers: Understand how to apply expressions to illustrate a character - Explorers • Creat making to dut • Investigate maps as a stimulus for drawing. • Investigate maps as a stimulus for drawing. • Creating Texture: Skills when printmaking. • Develop ideas and apply craft skills when printmaking. • Present artwork and evaluate it against a		(Guy Fawkes) • What was the Gunpowder Plot? • Who was involved and why • Why and how do we celebrate	 Who was Christopher Columbus? What is he known for? Why was his discovery so important? How did he make his voyage? How did his voyage differ from other 	 the Victorian period Contrast everyday life during the Victorian period with modern British lifestyles. The Industrial Revolution and the railways.
	Art & Design	 Pictures Mix and match colours to artifacts and objects. Use water colours to paint different backgrounds. Identify secondary colours by name and know how they are 	 grey scale Charcoal Mark making: Develop a range of mark making techniques. Creating Texture: Explore and experiment with mark making to create textures. My object story - Columbus' Voyage: Develop observational drawing using real life objects linked to a voyage Creating Characters - Explorers: Understand how to apply expressions to illustrate a character - Explorers Craft and Design – Map it out Investigate maps as a stimulus for drawing. To experiment with a craft technique to develop an idea. Develop ideas and apply craft skills when printmaking. Present artwork and evaluate it against a 	 Modelling and Collages Collect, sort and match colours appropriate for an image. Arrange shapes appropriately. Select and use textured paper for an image. Create simple clay forms.



Design & Technology		 Nutrition - Fruit Smoothies Imported goods such as bananas. Culinary skills. Using peelers and graters. Using a blender. 	 Mechanical – Victorian Toy Design Design a product for given criteria. Annotate sketches as diagrams. Create mock ups and templates Make Make their designs using materials such as paper, card and textiles. Introduced to more sturdy equipment such as different thicknesses of wood and the correct tools to safely cut and shape it. Investigate wheels, axles and build structures. They will investigate how to make structures strong, stiff and stable. Evaluate – Peer assessment to critique and improve work. The will reflect on their work comparing it to the work of other designers.
R.E. (Cornerstones)	Hinduism – Navratri What is God like? Story of Durga Special clothing Puja sets Thinking about celebrations Christianity – Christmas Advent wreath Nativity The gifts Exploring joy Christingles Christmas cards	Judaism – Hanukkah Lighting the candles The story of Hanukkah Menorah Dreidel Traditions Exploring miracles Buddhism – Losor New Year Good luck Tibetan flags Offerings Thinking about the future	Islam – Jumu'ah Prayer Bilal Mosques Exploring worship Sikhism – Anand Karaj Marriage & Weddings Making promises Exploring love

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		Dancing	
Science	Seasonal Changes	Habitats	Plant Survival
Science	Knowledge Identify less familiar weather conditions. Describe some positive and negative effects of the weather. Observe and record the daily weather on a chart. Human Survival Enquiry Ask simple questions and recognise that they can be answered in different ways. Observe closely, using simple equipment. Perform simple tests. Identify and classify. Use their observations and ideas to suggest answers to questions. Gather and record data to help in answering questions. Knowledge Notice that animals, including humans, have offspring which grow into adults. Find out about and describe the basic needs of animals, including	 Enquiry Ask simple questions and recognise that they can be answered in different ways. Perform simple tests. Identify and classify. Gather and record data to help in answering questions. Knowledge Explore and compare the differences between things that are living, dead, and things that have never been alive. Identify that most living things live in habitats to which they are suited and describe how different kinds of animals and plants, and how they depend on each other. Identify and name a variety of plants and animals in their habitats, including microhabitats. Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food. Find out about and describe the basic 	 <u>Enquiry</u> Ask simple questions and recognise that they can be answered in different ways. Observe closely, using simple equipment. Perform simple tests. Identify and classify. Use their observations and ideas to suggest answers to questions. Gather and record data to help in answering questions. Knowledge Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other. Identify and name a variety of plants and animals in their habitats, including microhabitats. Observe and describe how seeds and bulbs grow into mature plants. Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy.
	humans, for survival (water, food and air). Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene. Space <u>Knowledge</u> Identify and name the 8 planets. The sun. Yuri Gagarin	needs of animals, including humans, for survival (water, food and air). Uses of Materials <u>Enquiry</u> Ask simple questions and recognise that they can be answered in different ways. Observe closely, using simple equipment. Perform simple tests. Identify and classify. Use their observations and ideas to suggest answers to questions.	 Explain how animals or plants are affected by the seasons Animal Survival <u>Enquiry</u> Ask simple questions and recognise that they can be answered in different ways. Observe closely, using simple equipment. Perform simple tests. Identify and classify. Use their observations and ideas to suggest answers to questions.



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		 Gather and record data to help in answering questions. Knowledge Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses. Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching. Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses. 	 Gather and record data to help in answering questions. Knowledge Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other. Identify and name a variety of plants and animals in their habitats, including microhabitats. Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food. Notice that animals, including humans, have offspring which grow into adults. Find out about and describe the basic needs of animals, including humans, for survival (water, food and air). Explain how animals or plants are affected by the seasons
Music	Recorder	Charanga – singing & untuned instruments	BBC Ten Pieces Finlandia by Jean Sibelius
PE	Gymnastics Dance	Orienteering Invasion Games	Striking & Hitting Games Athletics
MFL - Spanish	 Introducing Ourselves Greetings Numbers 0-10 (forwards and backwards) 	Body parts	Seasons
PSHE	 Family and Relationships Understand that families are made up of different people. Demonstrate how to show care and support. Feelings and how we respond to these Manners and self-respect. 	 Safety and the changing body Developing an understanding of safety – roads and medicine. Introduction to online safety. Secrets and surprises. Body parts and privacy. Citizenship Rules outside of school. 	 Economic Wellbeing Where money comes from. How to look after money. Banks and building societies. Transition



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	 Benefits of exercise and relaxation. Physical health and wellbeing. Managing emotions, setting goals and developing a growth mindset. Dental hygiene. 	 School Council. Opinions 	
Computing	 Computer Science Understand how algorithms are implemented as programs Create algorithms to solve simple problems. Produce a sequence of instructions that result in simple outcomes Program Bee-Bots to follow a created algorithm Debug simple programs. Discuss how the telephone has changed over time. 	 E-Safety Understand the importance of staying safe online Understand a wider range of personal information that should not be shared (attendance at a specific place) Identify some ways to use computers safely Identify some ways of reporting inappropriate content and contact online Information Technology Easter cards/poems Log onto a computer independently Enter sentences using keyboard or touch typing Use a mouse or touch input to make selections and move objects Save, print and retrieve work independently 	 Digital Literacy Enter a URL for a website with some support Using a website to find information to answer questions with help Navigate around a website with purpose and discuss how they found specific information on a website Begin to use a range of applications on computers and other devices independently Recognise where and how technology is used beyond school
Literacy	Wanted poster (character description) Simile poem – Remembrance Diary Entry (Guy Fawkes) List poem – winter/Christmas cards	Setting description - Weslandia Journey story – Where the Wild Things Are Non-chronological Report – Habitats Fact file – Explorer / Columbus	Instructions — planting seeds Letter to Little Rude Traditional Tale Recount - Railway Museum Information text linking to the Victorians
Key texts for Year 2	Our Class is a Family The Day our Teacher went Batty by Gervaise Phinn Giraffes Can't Dance Fluff the Farting Fish by Micheal Rosen Storm Goliath When I See Red My Heart is a Poem	Paddington Bear Weslandia by Paul Fleischman Where the Wild Things Are The Great Explorer by Chris Judge Choosing Crumble by Micheal Rosen	Winnie the Pooh Twisted Traditional Tales Terry Deary Victorian Tales: The Twisted Tunnels The Creekers

• Caring for the local environment.

Health and Wellbeing



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Visits/	Engage – Parent 'art' workshop- Bonfire art	Engage — Columbus Day	Engage – Cusworth Hall Victorian experience	
Experiences	Express – Gunpowder Plot workshop/drama	Express – parent workshop – making a vessel	Express – class toy museum - parents	
for Year 2	Science – Planetarium Science – Eureka		RE - Mosque Visit Topic - Railway Museum	
-	Selence Eureka		Topic Raaway Hasean	