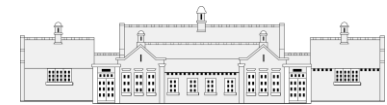


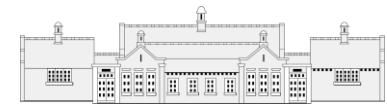
# Long Term Planning

## 2017 - 2018

## Year 2



Subject	Autumn Term 1 <sup>st</sup> Half	Autumn Term 2 <sup>nd</sup> Half	Spring Term 1 <sup>st</sup> Half	Spring Term 2 <sup>nd</sup> Half	Summer Term 1 <sup>st</sup> Half	Summer Term 2 <sup>nd</sup> Half
<b>Topic</b>	<b>Shipwrecked!</b>		<b>Where the Wild Things Are!</b>		<b>Journeys!</b>	
<b>English</b>	Stories in Familiar settings	Instructions Poetry	Traditional and fairy tales	Information texts Poetry	Different stories by the same author Recount/Diary	Extended stories Poetry
<b>Science</b>	<b>Animals &amp; Humans -</b> Basic needs of animals & offspring for survival Importance of exercise, diet and hygiene Differentiate living, dead and non-living Food chains & Habitats Name a variety of animals in their habitats		<b>Plants -</b> Growing plants (water, light, warmth) Living Things and their Habitats Name a variety of plants in their habitats		<b>Uses of everyday materials -</b> Identify and compare uses of different materials Compare how things move on different surfaces Find out how the shapes of solid objects made from some materials can be changed	
<b>Geography</b>	<b>Pirate Journey -</b> Use four compass directions & simple vocabulary Name & locate world's continents and oceans Create simple plans and maps, using symbols		<b>Forest &amp; Rainforest Comparison -</b> Compare local area to a non-European country Use simple fieldwork and observational skills to study the immediate environment Use basic vocabulary to describe a less familiar area		<b>The Local Area –</b> Use aerial images and other models to create simple plans and maps, using symbols Use simple fieldwork and observational skills to study the immediate environment	
<b>History</b>	<b>Famous Explorers –</b> Lives of significant historical figures – Frances Drake, James Cook, Christopher Columbus		Significant local people & changes to Ulverston		<b>Changes in living memory –</b> First Plane Flight, Titanic, Neil Armstrong	
<b>Art</b>	<b>Painting – Pirate Boats</b> Develop techniques of colour, pattern, texture, line, shape, form and space		<b>Clay – Where the Wild Things Are Models</b> Working with clay Use drawing, painting and sculpture Learn about range of artists, craftsmen and designers - Andy Goldsworthy		<b>Landscapes -</b> Use a range of materials Learn about range of artists, craftsmen and designers – Andy Warhol	
<b>DT</b>	<b>3D Models – Pirate Boats</b> <b>Cooking – Pirate Grog</b> Design purposeful, functional & appealing products Use range of tools & materials to complete practical tasks Understand where food comes from		<b>Forest Schools – Shelters</b> <b>Cooking – Gruffalo Biscuits</b> Design purposeful, functional & appealing products Use range of tools & materials to complete practical tasks Generate, model & communicate ideas		<b>Vehicle with a mechanism– Cars</b> <b>3D Models - Rockets</b> Design purposeful, functional & appealing products Build and improve structure & mechanisms Generate, model & communicate ideas Evaluate existing products & own ideas	
<b>Computing</b>	<b>Programming – Bee Bot</b> <b>Graphics – Pirate Pictures</b> E-Safety		<b>Programming - Daisy Dino</b> Data Handling E-Safety		<b>Video - (Movie Maker)</b> Email E-Safety	
<b>PE</b>	<b>Dance – Great Fire of London</b> <b>Gymnastics – Points of Contacts</b>		<b>Dance - Where the Wild Things Are</b> <b>Gym - Ball Wall Tall</b>		<b>Multi Skills - Athletics</b> <b>Sports Day Preparation</b>	



	<p><b>Games</b> - Games Fundamentals Unit 1  <b>OAA</b> - Orienteering</p> <p>Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination                  Participate in team games                  Dances using simple movement</p>	<p><b>Games</b> - Fundamentals Unit 2  <b>OAA</b> - Problem Solving</p> <p>Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination                  Participate in team games                  Dances using simple movement</p>	<p><b>Striking and Fielding</b>  <b>Swimming</b></p> <p>Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination                  Participate in team games                  Dances using simple movement                  Swimming proficiency at 25m (KS1)</p>
<b>Music</b>	Charanga Music Scheme – Year 2	Charanga Music Scheme – Year 2	Charanga Music Scheme – Year 2
<b>RE</b>	<p>The Story of Creation                  Caring for the environment and animals.                  Christmas -Light &amp; Dark. Key beliefs about Jesus                  Chanukah</p>	<p>New Testament Stories beyond Jesus                  Symbolism: Easter</p>	<p>Birth / Life of Buddha                  Celebration of Wesak</p>
<b>PSHE</b>	Health and wellbeing	Living in the wider world	Relationships
<b>Cross Curricular Maths Links</b>	<p>Capacity – Water                  Directional Language</p>	<p>Geography – Compare climate in different countries                  Science – Estimating height of trees and measuring thickness</p>	<p>Science - Sorting materials                  DT – Measurement                  Computing – Handling Data</p>
<b>Other Experiences</b>	Pirate Day	<p>Grizedale Forest                  Animal Park Trip</p>	Outdoor & Adventurous Day