## Icknield Walk First School Year 2 Long Term Planning – Autumn Term

Year 2 Long Term Planning – Autumn Term			
TOPIC	Great Fire of London	Traditional Tales	
English	Writing focus: Non-Fiction	Writing focus: Poetry	
	<ul> <li>Writing a recount based on</li> </ul>	<ul> <li>Writing poetry (Wizard's pocket</li> </ul>	
	historical knowledge.	list and firework shape poems)	
	<ul> <li>Writing about real events (Great</li> </ul>		
	Fire of London).	Writing focus: Fiction	
	<ul> <li>Writing for different purposes</li> </ul>	Writing for different purposes	
	(Samuel Pepys' diary writing and	(Traditional Tales)	
	letter to King Charles II on	·	
	rebuilding London)		
	,		
	Writing focus: Fiction	<u>SPAG</u>	
	Writing an imaginative letter	<ul> <li>To use both familiar and new</li> </ul>	
	using the book 'Dear Teacher'	punctuation correctly (capital	
		letters, full stops, exclamation	
	SPAG	marks, questions marks, commas	
	To use both familiar and new	for lists and apostrophes for	
	punctuation correctly (capital	contractions).	
	letters, full stops, exclamation	Expanded noun phrases to	
	marks, questions marks, commas	describe and specify.	
	for lists and apostrophes for	acsense and speeny.	
	contractions).		
	<ul> <li>To use the present and past</li> </ul>		
	tenses correctly and consistently,	Spoken Language:	
		'	
	including the progressive form.	Questioning – material     investigation	
	Coolean Language	investigation.	
	Spoken Language:	Oral Rehearsal/Presenting –      The state of the st	
	Oral Rehearsal/Presenting –	retelling and acting traditional	
	London at the time of the Great	tales.	
	Fire.		
N A a t la a	Town Crier messages.	erview of Maths in Year 2.	
Maths	See end document for ove	erview of Maths in Year 2.	
Science	Uses of everyday materials		
		ility of a variety of everyday materials,	
		iss, brick, rock, paper and cardboard for	
	particular uses.		
	·	objects made from some materials can be	
	changed by squashing, bending, tw	<del>-</del>	
		p understand the development of newer	
	materials.	p onderstand the development of newer	
	Testing materials for a purpose.  Plan investigate and avaluate water.	avage of avage entire of different control of	
	Plan, investigate and evaluate water	erproof properties of different materials.	
Computing	Computing systems and networks -	Digital photography	
23539	Information Technology around us	Through the lessons in this unit, learners	
	In this unit, learners will look at	will learn to recognise that different	
	information technology at school and	devices can be used to capture	
	beyond, in settings such as shops,	photographs and will gain experience	
	hospitals, and libraries. Learners will	capturing, editing, and improving	
	investigate how information technology	photos. Finally, they will use this	
	Investigate now information technology	prioros. i many, they will use this	

	improves our world, and they will learn about using information technology responsibly.	knowledge to recognise that images they see may not be real.
History	<ul> <li>Great Fire of London</li> <li>To understand events beyond living memory that are significant nationally or globally.</li> <li>To sequence key events of a historical period.</li> <li>To ask and answer historical enquiry questions using different sources of information.</li> <li>To compare the past to now.</li> <li>Remembrance</li> <li>To learn about the lives of significant individuals.</li> <li>To understand historical events, people and places in their own locality (Harold Ackroyd).</li> </ul>	
Art	<ul> <li>Printing – illustrate a fairy-tale</li> <li>To look at the work of artists and discuss how it makes us feel and what we see when we look at it. Compare the work of Yayoi Kusama with that of Andy Warhol (yr1)</li> <li>Recognise, design and use their own repeated patterns</li> <li>Create simple printing blocks – using a specific material</li> <li>Use printing methods to create backgrounds as well as focal points</li> </ul>	
D&T	<ul> <li>Design, make and evaluate a simple bridge</li> <li>To evaluate a range of existing bridges to understand the different types of bridge and their components</li> <li>To design a bridge to cross a set gap</li> <li>To select from a range of materials to make a bridge</li> <li>To evaluate their product against their design criteria</li> </ul>	

PE	Outdoor Games (Hockey)	Gympastics
PE	<ul> <li>To master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities.</li> <li>Participate in team games, developing simple tactics for attacking and defending.</li> </ul>	To perform and evaluate a sequence that includes travelling in different ways, balancing and shapes (on mats and apparatus).
RE Hertfordshire	<ul> <li>Symbols and Actions</li> <li>To look at signs and symbols in everyday life and in religions.</li> <li>To find out about symbols in places of worship.</li> <li>Prayer, Worship and Reflection</li> <li>To explore the features of a church and to know why         Christians view them as special places and how they are used.     </li> <li>Beliefs and Practices</li> <li>Find out about how people with different worldviews celebrate the fruitfulness of the earth.         (Harvest)     </li> </ul>	Beliefs and Practices & Human responsibility and values  How do festivals bring people together?  To understand why people give and receive at Christmas.  Why does Christmas matter to Christians? Sources of Wisdom Religious stories (The story of the Wise Men.)
PSHE	Relationships 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; sharing opinions Say No to Bullying	
Music	<ul> <li><u>Weather</u> – Exploring Sounds</li> <li><u>Water</u> - Pitch</li> </ul>	Christmas Production Preparation and Performance
Role Play	Great Fire of London role play area with Samuel Pepys' writing desk.	<ul><li>Puppet Theatre</li><li>Area for puppets and show area.</li></ul>
Events	Great Fire of London drama workshop	Christmas Performance

## Icknield Walk First School Year 2 Long Term Planning – Spring Term

TOPIC	<u>Famous People</u> – Neil Armstrong,	The homes of Kings and Queens
	Mae Jemison and Amelia Earhart	
English	<ul> <li>Writing focus: Non-Fiction</li> <li>Writing about personal experiences of others (biography).</li> <li>Writing about real events (Neil Armstrong, Mae Jemison and Amelia Earhart)</li> <li>Writing for different purposes (Newspaper article on Amelia Earhart).</li> </ul>	<ul> <li>Writing focus: Fiction</li> <li>Writing narratives about personal experiences and those of others (castle stories).</li> </ul>
	<ul> <li>Writing focus: Poetry         <ul> <li>Writing poetry (space poems).</li> </ul> </li> <li>SPAG         <ul> <li>To use both familiar and new punctuation correctly (capital letters, full stops, exclamation marks, questions marks, commas for lists and apostrophes).</li> <li>Subordination and co-</li> </ul> </li> </ul>	<ul> <li>SPAG</li> <li>To use both familiar and new punctuation correctly (capital letters, full stops, exclamation marks, questions marks, commas for lists and apostrophes).</li> <li>Subordination and co-ordination (for stories and riddles).</li> <li>Expanded noun phrases (for stories and riddles).</li> </ul>
	ordination (for newspaper reports and stories).  Spoken Language:  Oral Rehearsal/Presenting – reciting poetry by heart.	<ul> <li>Spoken Language:         <ul> <li>Listening and Responding – conjunctions and adverbs.</li> <li>Listening and Responding – discusses other viewpoints.</li> <li>Vocabulary – synonyms.</li> </ul> </li> </ul>
 Maths	See end document fo	I r overview of Maths in Year 2

Science	<ul> <li>Animals, including humans</li> <li>To notice that animals, including humans, have offspring which grow into adults (observe the growth of butterflies/ chicks and tadpoles)</li> <li>To find out about and describe the basic needs of animals including humans for survival (water, food and air).</li> <li>Describe the importance for humans of exercise, eating the right amounts of different food and hygiene (D&amp;T - cooking).</li> <li>To know that medicine must be used by the person it has been prescribed for.</li> <li>Identify labels and symbols for dangerous substances.</li> </ul>	
Computing	Making music In this unit, learners will be using a computer to create music. They will listen to a variety of pieces of music and consider how music can make them think and feel. Learners will compare creating music digitally and non-digitally. Learners will look at patterns and purposefully create music.	Pictograms This unit introduces the learners to the term 'data'. Learners will begin to understand what data means and how this can be collected in the form of a tally chart. They will learn the term 'attribute' and use this to help them organise data. They will then progress onto presenting data in the form of pictograms and finally block diagrams. Learners will use the data presented to answer questions.
History	Famous People (Neil Armstrong, Mae Jemison and Amelia Earhart)  • To know about the lives of significant individuals in the past who have contributed to national and international achievements.  • Be able to compare lives in different periods.	<ul> <li>Kings and Queens</li> <li>To learn about significant historical events and people and places in their own locality. (Castles, medieval life, Elizabeth I, King James I and The Knights Templar, Royston)</li> </ul>
Geography	<ul> <li>Geographical skills and fieldwork</li> <li>Use simple compass directions (North, South, East and West) and locational and directional language to describe the location of features and routes on a map.</li> <li>Name and locate the world's seven continents and five oceans.</li> <li>Human Inspired Sculptures</li> </ul>	
Art	<ul> <li>Alberto Giacometti</li> <li>To look at the work of artists and discuss how it makes us feel and what we see when we look at it.</li> <li>Manipulate malleable materials to create recognisable forms.</li> <li>Understand the safety and basic care of materials and tools.</li> <li>Experiment with constructing and joining, using different types of materials.</li> </ul>	

D&T	1	Design make and evaluate hand
Dal		<ul> <li>Design, make and evaluate hand-puppets</li> <li>To evaluate a range of existing puppets to help with the planning process.</li> <li>To design an appealing product for themselves based on a design criteria.</li> <li>To use needle and thread to stitch puppets together using a range of materials, such as felt, cloth, buttons and other textiles necessary.</li> <li>To evaluate their product against their design criteria.</li> <li>Design, make and evaluate an Easter Card, using sliders</li> </ul>
DE	Commonation	
PE	<ul> <li>Gymnastics</li> <li>To perform a sequence including travelling, balance, roll, jump and body shape on floor and apparatus working with a partner.</li> <li>To master basic movements including balance, agility and coordination, and begin to apply these in a range of activities.</li> </ul>	<ul> <li>To use Medieval dance as a starting point for creating own group routine.</li> <li>To perform dances using simple movement patterns.</li> </ul>
RE	Prayer worship and reflection	Beliefs and Practices
Hertfordshire	<ul> <li>Why do some people pray to God/Allah for help?</li> <li>Explore 'The Lord's Prayer'</li> <li>Why is it traditional for Muslims to wash before they worship?</li> </ul>	<ul> <li>To understand why Easter is important for Christians.</li> <li>To learn about The Easter story and why it is important.</li> <li>Sources of Wisdom</li> <li>How and why are some stories important for Religious people?</li> <li>Stories from sacred texts</li> <li>Parables</li> </ul>
PSHE	Living in the	Wider World
	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	
Music	<u>Ourselves</u> – Exploring Sounds	Travel -Performance
Trips		
Role Play	Space area	Castle area
Events		Medieval Feast

# Icknield Walk First School Year 2 Long Term Planning – Summer Term

TOPIC	Plants and Animals	Where would you prefer to live: Royston or Mexico?
English	<ul> <li>Writing focus: Fiction and Non-fiction</li> <li>Writing narratives about personal experiences and those of others: real and fictional.</li> </ul>	<ul> <li>Writing Focus: Fiction and Non-fiction</li> <li>Writing narratives about personal experiences and those of others: real and fictional. (Just in Case: story and descriptions, Mexico: Pen Pal letter).</li> <li>Writing for different purposes. (Mexico: Pen Pal letter and leaflet on Royston).</li> </ul>
	<ul> <li>To use both familiar and new punctuation correctly (capital letters, full stops, exclamation marks, questions marks, commas for lists and apostrophes).</li> <li>Sentences with different forms.</li> <li>Subordination and coordination.</li> </ul>	<ul> <li>Writing Focus: Poetry         <ul> <li>Writing poetry (carnival poems)</li> </ul> </li> <li>SPAG         <ul> <li>To use both familiar and new punctuation correctly (capital letters, full stops, exclamation marks, questions marks, commas for lists and apostrophes).</li> <li>Expanded noun phrases (poetry).</li> </ul> </li> <li>Spoken Language:</li> </ul>
		Vocabulary – science investigation.
Maths Science		for overview of Maths in Year 2
Science	<ul> <li>To observe and describe how seeds and bulbs grow into mature plants (use garden and outside area to observe throughout the year).</li> <li>To find out and describe how plants need water, light and a suitable temperature to grow stay healthy (cress investigati and inside/ outside flower investigation).</li> </ul>	differences between things that are living, dead, and things that have never been alive.  To identify that, most living things live in habitats to which they are suited and to describe how different habitats provide

Computing	Programming A – Robot algorithms This unit develops pupils' understanding of instructions in sequences and the use of logical reasoning to predict outcomes. Pupils will use given commands in different orders to investigate how the order affects the outcome. Pupils will also learn about design in programming. They will develop artwork and test it for use in a program. They will design algorithms and then test those algorithms as programs and debug them.	An introduction to quizzes This unit initially recaps on learning from the Year 1 Scratch Junior unit 'Programming B - Introduction to animation' Learners begin to understand that sequences of commands have an outcome and make predictions based on their learning. They use and modify designs to create their own quiz questions in ScratchJr and realise these designs in ScratchJr using blocks of code. Finally, learners evaluate their work and make improvements to their programming projects.
Geography	<ul> <li>Understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom (Royston) and of a small area in a contrasting non-European country (Mexico).</li> <li>Use geographical vocabulary for physical and human features.</li> <li>Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct symbols in a key.</li> <li>Use simple fieldwork and observational skills to study the geography of the school and its grounds and the key human and physical features of its surrounding environment.</li> </ul>	
Art	<ul> <li>Textiles – carnival costume and traditional Mexican textiles</li> <li>Investigate and sort fabrics and threads.</li> <li>Cut and shape fabric.</li> <li>Apply shapes and textiles in different ways</li> <li>Change and modify thread and fabrics</li> </ul>	
D&T	Cooking and nutrition: Mexican tortillas and salsa.  To evaluate a range of dips to discuss consistency and ingredients  To select from a range of ingredients to design own salsa  To make and evaluate own salsa and wraps  To use baking equipment including measures	
PE	<ul> <li>Athletics (sports day) and outdoor gam</li> <li>Sports day</li> <li>To participate in team games, devended defending.</li> <li>To understand the rules in rounderstand</li> </ul>	eloping simple tactics for attacking and

RE	Sources of Wisdom	Ultimate Questions
Hertfordshire	<ul> <li>To understand how people of faith have influenced the world by their actions</li> <li>To understand religious leaders and what they do.</li> <li>To understand the importance of religious leaders.</li> <li>Human Responsibility and Values/Justice and Fairness</li> <li>Christian and Muslim charities and charities within our community.</li> </ul>	<ul> <li>To know there are some questions that are easy and that are difficult to answer.</li> <li>To understand what Christians believe happen at the end of life</li> <li>To discuss our own views on what happens at the end of life.</li> <li>To understand what God means to Christians.</li> <li>To understand what Allah means to Muslims.</li> <li>Human Responsibility and Values/Justice and Fairness</li> <li>Responsibilities within our community and within the world.</li> </ul>
PSHE	Health and Wellbeing  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	
Music	<ul> <li>Music and Computing</li> <li>An introduction to using a music processor.</li> </ul>	<ul> <li>Recorder</li> <li>An introduction to recorder playing.</li> </ul>
Trips		School grounds Whipsnade Zoo
Role Play	Habitat	Mexican Restaurant
Events		Mexican fiesta! – Trying different foods.

#### The Year 2 Learner

#### Working mathematically

By the end of year 2, children will solve problems with one or a small number of simple steps. Children will discuss their understanding and begin to explain their thinking using appropriate mathematical vocabulary, hands-on resources and different ways of recording. They will ask simple questions relevant to the problem and begin to suggest ways of solving them.

#### Number

#### Counting and understanding numbers

Children will develop their understanding of place value of numbers to at least 100 and apply this when ordering, comparing, estimating and rounding. Children begin to understand zero as a place holder as this is the foundation for manipulating larger numbers in subsequent years. Children will count fluently forwards and backwards up to and beyond 100 in multiples of 2, 3, 5 and 10 from any number. They will use hands-on resources to help them understand and apply their knowledge of place value in two digit numbers, representing the numbers in a variety of different ways.

### Calculating

Children learn that addition and multiplication number sentences can be re-ordered and the answer remains the same (commutativity) such as 9+5+1=5+1+9. They learn that this is not the case with subtraction and division. They solve a variety of problems using mental and written calculations for +, -,  $\times$ ,  $\div$  in practical contexts. These methods will include partitioning which is where the number is broken up into more manageable parts (e.g. 64=60+4 or 50+14), reordering (e.g. moving the larger number to the beginning of the number sentence when adding several small numbers) and using a number line. Children will know the 2, 5 and 10 times tables, as well as the matching division facts ( $4 \times 5 = 20$ ,  $20 \div 5 = 4$ ) and can recall them quickly and accurately. They apply their knowledge of addition and subtraction facts to 20 and can use these to work out facts up to 100.

#### Fractions including decimals

Throughout year 2, children will develop their understanding of fractions and the link to division. They explore this concept using pictures, images and hands-on resources. They will solve problems involving fractions (e.g. find 1/3 of the hexagon or  $\frac{1}{4}$  of the marbles) and record what they have done. They will count regularly and fluently in fractions such as  $\frac{1}{2}$  and  $\frac{1}{4}$  forwards and backwards and, through positioning them on a number line, understand that some have the same value (equivalent) e.g.  $\frac{1}{2} = \frac{2}{4}$ .

#### Measurement

Children will estimate, choose, use and compare a variety of measurements for length, mass, temperature, capacity, time and money. By the end of year 2, they will use measuring apparatus such as rulers accurately. They will use their knowledge of measurement to solve problems (e.g. how many ways to make 50p). They extend their understanding of time to tell and write it on an analogue clock to 5 minute intervals, including quarter past / to the hour. They will know key time related facts (minutes in an hour, hours in a day) and relate this to their everyday life.

#### Geometry

Children will identify, describe, compare and sort common 2-D and 3-D shapes according to their properties (sides, vertices, edges, faces) and apply this knowledge to solve simple problems. They develop their understanding by finding examples of 3-D shapes in the real world and exploring the 2-D shapes that can be found on them (e.g. a circle is one of the faces on a cylinder). Children begin to describe position, direction and movement in a range of different situations, including understanding rotation (turning through right angles clockwise and anti-clockwise). They use their knowledge of shape in patterns and sequences.

### **Statistics**

Children sort and compare information, communicating findings by asking and answering questions. They will draw simple pictograms, tally charts and tables.