

Long Term Plan Year 2

Y2	Term 1-1 Focus: Design and Technology	Term 1-2 Focus: History	Term 2-1 Focus: Geography	Term 2-2 Focus: Science	Term 3-1 Focus: Science	Term 3-2 Focus: Science
Topics	<p><u>Towers, Tunnels and Turrets</u></p> <p>D&T: Making Models of Towers, Bridges and Tunnels</p> <p>Art and Design: Sculpture Using Natural Materials</p> <p>Computing: Create Castles using Drawing Software</p> <p>Geography: Amazing Structures around the World; Towers and Bridges in the Local Area</p> <p>History: Castles and Castle Life; Significant</p>	<p><u>Street Detectives</u></p> <p>History: Changes Within Living Memory; Significant People, Places and Events in the Local Area</p> <p>Art and Design: Famous Local Artists; Drawing, Painting or Collaging Views from the Local Area</p> <p>Computing: Photo Stories; Algorithms</p> <p>D&T: Selecting Tools and Materials; Baking; Sign Making; Designing Buildings</p>	<p><u>Land Ahoy!</u></p> <p>Geography: Using and Making Maps; Location Knowledge; Using and Giving Directions</p> <p>Art and Design: Observational Drawing; Printing</p> <p>Computing: Programming; Using Presentation Software</p> <p>D&T: Mechanisms; Structures</p> <p>History: Significant Historical People - Captain James Cook, Grace</p>	<p><u>The Scented Garden</u></p> <p>Art and Design: Observational Drawing; Sculpture; Flower pressing</p> <p>Computing: Present Information</p> <p>D&T: Making Fragrant Products</p> <p>Geography: Plants in the Local Environment; Plants of the World</p> <p>Mathematics: Measurement</p> <p>Music: Action</p>	<p><u>Wriggle and Crawl</u></p> <p>Art and Design: Observational Drawing; Model Making</p> <p>Computing: Creating and Debugging Programs; Algorithms; Uses of ICT Beyond School; Stop Motion Animation; Logical Reasoning; Digital Presentations</p> <p>D&T: Origins of Food; Selecting Natural Materials</p> <p>Geography: Fieldwork</p>	<p><u>Beachcombers</u></p> <p>Art and Design: Sketchbooks, 3D Modelling; Sand Art; Seascapes</p> <p>Computing: Web Searches; Common Uses of ICT; Digital Presentations</p> <p>D&T: Finger Puppets</p> <p>Geography: Coastal Features</p> <p>Mathematics: Measures (Mass)</p> <p>Music: Sea Shanties</p>

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	<p>Individuals - Isambard Kingdom Brunel</p> <p>Mathematics: Measures (Height)</p>	<p>Geography: Fieldwork in the Local Area; Human and Physical Features; Using and Making Maps with Keys; Looking at Aerial Images</p> <p>Mathematics: Time; Data Handling</p>	<p>Darling; Famous Pirates</p> <p>Mathematics: Mass; Position; Direction and Movement</p>	<p>Rhymes</p>	<p>Mathematics: Symmetry</p> <p>Music: Play Tuned and Untuned Instruments</p>	
<p>Science</p>	<p>Habitats; Living and Non-Living Things; Food Chains; Basic Needs of Animals; Working Scientifically</p>	<p>Identifying and Comparing Everyday Materials; Identifying Plants in the Local Area</p>	<p>Living Things and their Habitats; Use of Everyday Materials; Sound; Working Scientifically</p>	<p>Plants</p>	<p>Living Things and their Habitats; Animals, including Humans; Habitats; Living and Non- living Things; Food Chains; Basic Needs of Animals; Working Scientifically</p>	<p>Everyday Materials; Working Scientifically</p>

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Trips/visits/ visitors	Conisbrough Castle, Walk of the Local Area	Walk of the Local Area to Observe Buildings	Treasure Hunt	Observe flowers and plants in local area	Observe Minibeasts in their Natural Habitat	Rockpooling in Scarborough
PE	Keeping Fit/Dance	Throwing and Catching	Defend and Attack Games; Balance and Co-ordination	Team Games	Dance	Team Games
RE	Diwali (Hindu)	Christmas	Chinese New Year	Easter	Hannukah (Jewish)	Eid (Muslim)