## BARNBURGH PRIMARY ACADEMY

Year 2 Long Term Plan

TERM:		AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
Class Novel		Meerkat Mail Molly McDrew Adventure around the World. The boy who biked around the world.	Castles Mother Earth is Weeping Tin Forest T'was the Night Before Christmas Someone Swallowed Stanley	Jack and the Bean Stalk (Variety of versions) Revolting Recipes The Amazing Lifecyle of plants	Little People, Big Dreams The way Back Home/Bob the Man on the Moon	Tell me a dragon	Animals Commotion in the ocean Wild Life: The Extraordinary Adventures of Sir David Attenborough
School trip	os / Visitor chool		Walk around the village (litter picking)	Pantomime (virtual?) Local cook/butcher <b>(TBC)</b>	Ben Parkinson	George Johnson School trip: National Coal Mining Museum (TBC)	Walk around the village. Birds of prey visit (TBC)
	Wk1	Place Value	Addition and Subtraction	Multiplication and Division	Money	Fractions	Statistics
	Wk2	Place Value	Addition and Subtraction	Multiplication and Division	Money	Fractions	Statistics
	Wk3	Place Value	Addition and Subtraction	Multiplication and Division	Length and Height	Fractions	Position and direction
	Wk4	Place Value	Addition and Subtraction	Multiplication and Division	Length and Height	Time	Position and direction
Maths	Wk5	Place Value	Geometry - Shape	Multiplication and Division	Mass, capacity and temperature	Time	Position and direction
	Wk6	Addition and Subtraction	Geometry - Shape		Mass, capacity and temperature	Time	Transition
	Wk7	Addition and Subtraction	Geometry - Shape				Consolidation of Summer Term
	Wk8		Consolidation of Autumn Term				
	Wk1	Drama Launch: Features of the text: <b>Postcard</b>	Drama Launch: Features of the text: non-Chronological report (Castles)	Drama Launch: Features of the text: Narrative (Jack and the Beanstalk)	Drama Launch: Features of the text: <i>Persuasive poster (Little People, Big Dreams)</i>	Drama Launch: Features of the text: Recount <i>(School trip)</i>	Drama Launch: Features of the text: Setting Description (Coast)
Writing and Drama	Wk2	Postcard (Meerkat Mail)	Non-Chronological report (Castles)	Narrative (Jack and the Beanstalk)	Persuasive Poster (Little People Big Dreams- Rosa Parks)	Recount <i>(School trip)</i>	Setting Description <i>(Coast)</i>
	Wk3	Postcard (Meerkat Mail)	Non-Chronological report (Castles)	Narrative (Jack and the Beanstalk)	Persuasive Poster (Little People Big Dreams- Rosa Parks)	Recount <i>(School trip)</i>	Setting Description (Coast)
	Wk4	Postcard (Meerkat Mail)	Letter- Recycling/saving the Earth (Mother Earth is weeping/ Tin Forest)	Instructions (Revolting recipes/the amazing lifecycle of plants)	Adventure Narrative (The Way Back Home)	Character Description (Tell me a Dragon)	Fact File <b>(Animals)</b>
	Wk5	Setting Description (Molly McDrew Adventure Around the World)	Letter- Recycling/saving the Earth (Mother Earth is weeping/ Tin Forest)	Instructions (Revolting recipes/the amazing lifecycle of plants)	Adventure Narrative (The Way Back Home)	Character Description (Tell me a Dragon)	Fact File (Animal fact files- Wild Life: The Extraordinary Adventures of Sir David Attenborough)
	Wk6	Setting Description (Molly McDrew Adventure Around the World)	Letter- Recycling/saving the Earth (Mother Earth is weeping/ Tin Forest/Someone Swallowed Stanley)		Adventure Narrative (The Way Back Home)	Character Description (Tell me a Dragon)	Fact File <b>(Animals)</b>
	Wk7	Setting Description (Molly McDrew Adventure Around the World)	Character description (T'was the Night Before Christmas)				Riddles <i>(Commotion in the ocean)</i>
	Wk8		Character description (T'was the Night Before Christmas)				
	Wk1	RWI Phonics/ RWI Comprehension	RWI Phonics/ RWI Comprehension	RWI Phonics/ RWI Comprehension	RWI Phonics/ RWI Comprehension	RWI Phonics/ RWI Comprehension	RWI Phonics/ RWI Comprehension
	Wk2	RWI Phonics/ RWI Comprehension	RWI Phonics/ RWI Comprehension	RWI Phonics/ RWI Comprehension	RWI Phonics/ RWI Comprehension	RWI Phonics/ RWI Comprehension	RWI Phonics/ RWI Comprehension
	Wk3	RWI Phonics/ RWI Comprehension	RWI Phonics/ RWI Comprehension	RWI Phonics/ RWI Comprehension	RWI Phonics/ RWI Comprehension	RWI Phonics/ RWI Comprehension	RWI Phonics/ RWI Comprehension
Reading	Wk4	RWI Phonics/ RWI Comprehension	RWI Phonics/ RWI Comprehension	RWI Phonics/ RWI Comprehension	RWI Phonics/ RWI Comprehension	RWI Phonics/ RWI Comprehension	RWI Phonics/ RWI Comprehension
	Wk5	RWI Phonics/ RWI Comprehension	RWI Phonics/ RWI Comprehension	RWI Phonics/ RWI Comprehension	RWI Phonics/ RWI Comprehension	RWI Phonics/ RWI Comprehension	RWI Phonics/ RWI Comprehension
	Wk6 Wk7	RWI Phonics/ RWI Comprehension RWI Phonics/ RWI Comprehension	RWI Phonics/ RWI Comprehension RWI Phonics/ RWI Comprehension		RWI Phonics/ RWI Comprehension	RWI Phonics/ RWI Comprehension	RWI Phonics/ RWI Comprehension RWI Phonics/ RWI Comprehension
	Wk8	KWI Filoliics/ KWI Complehension	RWI Phonics/ RWI Comprehension				RWI Filoliics/ RWI Complehension
Science		Working scientifically asking simple questions and recognising that they can be answered in different ways observing closely, using simple equipment performing simple tests identifying and classifying using their observations and ideas to suggest answers to questions gathering and recording data to help in answering questions	Working scientifically asking simple questions and recognising that they can be answered in different ways observing closely, using simple equipment performing simple tests identifying and classifying using their observations and ideas to suggest answers to questions gathering and recording data to help in answering questions	Working scientifically asking simple questions and recognising that they can be answered in different ways observing closely, using simple equipment performing simple tests identifying and classifying using their observations and ideas to suggest answers to questions gathering and recording data to help in answering questions			Working scientifically asking simple questions and recognising that they can be answered in different ways observing closely, using simple equipment performing simple tests identifying and classifying using their observations and ideas to suggest answers to questions gathering and recording data to help in answering questions

	Animals including humans 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) describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene.	Use of everyday materials 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.	Plants 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.			Livings things and their habitats 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 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.
History				Significant individuals (Ben Parkinson)  The lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods [for example, Elizabeth I and Queen Victoria, Christopher Columbus and Neil Armstrong, William Caxton and Tim Berners-Lee, Pieter Bruegel the Elder and LS Lowry, Rosa Parks and Emily Davison, Mary Seacole and/or Florence Nightingale and Edith Cavell] significant historical events, people and places in their own locality.	Mining (changes within living memory)  Events beyond living memory that are significant nationally or globally [for example, the Great Fire of London, the first aeroplane flight or events commemorated through festivals or anniversaries] significant historical events, people and places in their own locality.	The local area  Pupils should be taught about changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life The lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods [for example, Elizabeth I and Queen Victoria, Christopher Columbus and Neil Armstrong, William Caxton and Tim Berners-Lee, Pieter Bruegel the Elder and LS Lowry, Rosa Parks and Emily Davison, Mary Seacole and/or Florence Nightingale and Edith Cavell] significant historical events, people and places in their own locality.
Geography	Locational knowledge Name and locate the world's seven continents and five oceans Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas		Place knowledge Understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom, and of a small area in a contrasting non- European country  Geographical knowledge and fieldwork taught through OAA Use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage Use simple compass directions (North, South, East and West) and locational and directional language [for example, near and far; left and right], to describe the location of features and routes on a map Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key Use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment	describe the location of features and routes on a map  Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key  Use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment		Human and physical geography Identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles Use basic geographical vocabulary to refer to:  - key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather - key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop
Art and Design	Sketchbooks Work of other artists Painting and drawing To use a range of materials creatively to design and make products To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space About the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.			Sketchbooks Work of other artists Painting and drawing To use a range of materials creatively to design and make products To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space About the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.	Outdoor Learning Sketchbooks Work of other artists Sculpture To use a range of materials creatively to design and make products To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space About the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.	

Computing  RE  Music	Who is Jewish and what do they believe?  African song and response song History of music  Use their voices expressively and creatively by singing songs and speaking chants and rhymes Play tuned and untuned instruments musically Listen with concentration and understanding to a range of high-quality live and recorded music Experiment with, create, select and combine sounds using the inter-related dimensions of music.	about content or contact on the internet or other online technologies  Using computers and evaluating digital content Recognise common uses of information technology beyond school  What is a Muslim and  Orchestral instruments History of music Play tuned and untuned instruments musically Listen with concentration and understanding to a range of high-quality live and recorded music Experiment with, create, select and combine sounds using the inter-related dimensions of music.	about content or contact on the internet or other online technologies.  Using data Use technology purposefully to create, organise, store, manipulate and retrieve digital content  What do they believe?  Musical me History of music Use their voices expressively and creatively by singing songs and speaking chants and rhymes Play tuned and untuned instruments musically Listen with concentration and understanding to a range of high-quality live and recorded music Experiment with, create, select and combine sounds using the inter-related dimensions of music.	What can we learn from sacred books?  Dynamics, timbre, tempo and motifs History of music Play tuned and untuned instruments musically Listen with concentration and understanding to a range of high-quality live and recorded music	Algorithms, programm understand what algorithms are; how they are implement programs execute by following precise and unambiguous create and debug simple programs use logical reasoning to predict the behaviour of simples.  How and why do we celebrate the work of music Play tuned and untuned instruments musically Listen with concentration and understanding to a range of high-quality live and recorded music Experiment with, create, select and combine sounds using the inter-related dimensions of music	ming and debugging sented as programs on digital devices; and those sus instructions e programs
•		online technologies  Using computers and evaluating digital content  Recognise common uses of information technology beyond school	online technologies.  Using data  Use technology purposefully to create, organise, store, manipulate and retrieve digital content	What can we learn from sacred	Algorithms, programn understand what algorithms are; how they are implement programs execute by following precise and unambiguous create and debug simple programs use logical reasoning to predict the behaviour of simple	ming and debugging sented as programs on digital devices; and those sus instructions e programs
Computing		online technologies  Using computers and evaluating digital content Recognise common uses of information	online technologies.  Using data  Use technology purposefully to create, organise,		Algorithms, programn understand what algorithms are; how they are implement programs execute by following precise and unambiguous create and debug simple programs	ming and debugging ented as programs on digital devices; and those ous instructions
		personal information private; identify where to	Staying safe online use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns	characteristics explore and evaluate a range of existing products evaluate their ideas and products against design criteria	Staying saf use technology safely and respectfully, keeping persond and support when they have concerns about content or	al information private; identify where to go for help
Design and Technology			for themselves and other users based on design criteria generate, develop, model and communicate their ideas through talking, drawing, templates, mock- ups and, where appropriate, information and communication technology	explore and evaluate a range of existing products evaluate their ideas and products against design criteria use the basic principles of a healthy and varied diet to prepare dishes understand where food comes from.  Textiles  design purposeful, functional, appealing products for themselves and other users based on design		

PE	Invasion games — football lead healthy, active lives 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 participate in team games, developing simple	begin to apply these in a range of activities  Invasion games — baskethall	Invasion games — Basketball lead healthy, active lives 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 participate in team games, developing simple tactics for attacking and defending 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 participate in team games, developing simple tactics for attacking and defending	Invasion games — Dodgeball lead healthy, active lives 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 participate in team games, developing simple tactics for attacking and defending	Athletics lead healthy, active lives 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  Net and wall games — Tennis lead healthy, active lives 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 participate in team games, developing simple tactics for attacking and defending  Striking and fielding games — Rounders lead healthy, active lives 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 participate in team games, developing simple tactics for attacking and defending	begin to apply these in a range of activities  participate in team games, developing simple
Outdoor Learning	Forest school introduction		OAA link to geographical knowledge and fieldwork		Art Enrichment - Sculpture	
MFL		Locational knowledge Greetings Numbers	Locational knowledge Greetings Days of the week and months of the year		Locational knowledge Greetings Pets	Locational knowledge Greetings Colours
Drama	Will be used as a tool to launch each English genre and to teach Relationships in RSE					