Long Term Plan



Subject	Autumn Term 1	Autumn	Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
Торіс	Marvellous me! Stories and poems	Space	Autumn	Horrible histories	Hot and cold	Paddington's travels	Roald Dahl
Festivals	Harvest	Christ Bonfire			Easter Mother's Day	Father's Day	
English	Stories in familiar settings Poetry Colour monster The day the crayons quit	Poe Imaginary world The man on Bob's bes Tattyb	s and Fantasy the moon st friend	Non Fiction: Information Texts Talk for writing The Egg	Non Fiction: Instructions Imaginary and fantasy worlds Stories from other cultures	Animals in traditional tales and fairy tales	Instructions Imaginary fantasy worlds
Science	Humans -Recognise the stages of a human's life cycleKnow what humans need to survive, -Understand the need for exercise and hygieneScientific enquiry- the effect of exercise on our heart rate. Animals 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.		Uses 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. -To 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	Living things and their habitats -Explore and compare the differences between things that are living, dead and things that have never been aliveIdentify that most living things live in habitats to which they are suited to and describe how different habitats provide for the basis needs of different kinds of animals and plants and how they depend on each otherDescribe 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 foodIdentity and name a variety of plants and animals in their habitats, including microhabitats.		
Geography	Deeper into the UK -Use world maps. Atlases and globes to identify the UK and locate and name the capital cities of the UK. Recognise and label the seas around the UK using atlases and globes. Know the saints, flags and emblems of each of each nation.	Seven Contine ocea Use world maps globes to identify and oceans and continent to	ns s, atlases and the continents compare our		Place beyond UK Comparing our place where we live to another country. Africa + Antarctica Identify seasonal and daily weather patterns in the UK and the location of hot and cold areas of the world in relation to	Recognising key physical features Recognise and name features like beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, city, town, village, factory, farm, house, office, port, harbour. Compare our	Geographical skills and fieldwork Create simple maps and plans using basic keys and observations of Swathmoor hall and gardens. Describe the physical features of Swarthmoor Halls's ground.

History		Bonfire Night Festival Gunpowder plot Remembrance Day Neil Armstrong Events beyond living memory that are significant nationally or globally. The lives of significant individuals in the past who have contributed to national and international achievements. Completed and checked by DS	Florence Nightingale Grace Darling Mary Seacole The lives of significant individuals in the past who have contributed to national and international achievements. Events beyond living memory that are significant nationally or globally.	the equator and the North and South Poles.	town with another place in the world.	Local History Significant historical events, people and places in their own locality. Margaret Fell Laurel and Hardy
Art (Art is carried out throughout topic)	Drawing – Tell a story Describe and then draw shapes that make up an object. Use good observational skills to add details to their drawing. Use an interesting range of marks that show an understanding of how to draw different textures. Make sketches, which may be of basic stick-like figures or may imply more shapes. Develop sketches into a character, with some support, adding details to enhance their character. Demonstrate an understanding of how drawing facial features in different ways conveys expressions.	Art linked to topic Remembrance day art Christmas crafts Christmas card design	Painting – Life in colour Name the primary and secondary colours. Talk about the colour changes they notice and make predictions about whatdifferent textures in a collaged artwork. Apply their knowledge of colour mixing to match colours effectively. Choose collage materials based on colour and texture. Talk about their ideas for an overall collage. Try different arrangements of materials, including overlapping shapes. Give likes and dislikes about their work and others'. Describe ideas for developing their collages.	Art linked to topic Community links – Ulverston Printfest	Sculptures – Clay houses Flatten and smooth their clay, rolling shapes successfully and making a range of marks in their clay. Make a basic pinch pot and join at least one clay shape onto the side using the scoring and slipping technique. Roll a smooth tile surface. Join clay shapes and make marks in the tile surface to create a pattern. Draw a house design and plan how to create the key features in clay. Create a clay house tile that has recognisable features made by both impressing objects into the surface and by joining simple shapes.	Craft and design – Map it out Sort map images into groups, explaining their choices. Draw a map of their journey to school, including key landmarks and different types of mark-making. Follow instructions to make a piece of felt that holds together and resembles their map. Decide how to place 'jigsaw' pieces to create an abstract composition. Make choices about which details from their map to include in a stained glass. Cut cellophane shapes with care and arrange them into a pleasing composition. Design a print with simple lines and shapes, making improvements as they work.

DT		Food Balanced diet Learn about the basic rules of a healthy and varied diet to create dishes. Understand where food comes from, for example plants and animals	Mechanisms Making a moving monster Introduce and explore simple mechanisms such as sliders, wheels and axels in their designs. Recognise where mechanisms such as these exist in toys and other familiar products.	Structures Baby bear's chair Build structures such as windmills and chairs, exploring how they can be made stronger. Recognise areas of weakness through trial and error.	Textiles Pouches Explore different methods of joining fabrics and experiment to determine the pros and cons of each technique.	Mechanisms Fairground wheel Introduce and explore simple mechanisms, such as sliders, wheels and axels in their designs. Recognise where mechanisms such as these exist in toys and other familiar products. Celebrate KS1 achievements of DT with a gallery of products. Set up an invention challenge with scrap materials.
Computing	'I' Compute Iprogram -To understand what algorithms are: how they are implemented as programs on digital devices. -To create and debug simple programs. -To use technology purposefully to create, organise, store, manipulate and retrieve digital content. Isearch -use technology purposefully to create, organise, store, manipulate and retrieve digital content. -use technology safely and respectfully, keeping personal information private. Identify where to go for help and support.		'l' Compute IAnimate -To use technology purposefully to create, organise, store, manipulate and retrieve digital content. IPub -To select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems, and content tht accomplish a given goal.		 'I' Compute IBlog -select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of services, programs and content that accomplish given goals. Isafe - Use technology safely and respectfully, keeping personal information private identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. Recognise common uses of information technology beyond school. -	

Long Term Plan

Year 2

PE	Ball Skills	Gymnastics	Sending and Receiving	Invasion Games		
	Football with Barrow AFC	Dance with Louise Walton	Yoga with YoKids	Cricket		
				Choket		
PSHE	Keeping/StayingHealthy		Being Responsible		ComputerSafety	
-	Tying Sh			Practice MakesPerfect		haring
	Keeping/Sta	yingHealthy	Being Responsible Helping Someone		Computer Safety Computer Safety Documentary	
	Healthy	Eating				
	Keeping/Sta	yingHealthy				
	Brushin		In Nee	•	Hazard Watch Is it safe	
	Relatio		Feelings and			
	Bully		Worry		to eat or drin	
	Relatio	•	Feelings and Emotions		to play	with?
	Body La	nguage	Ange	r		
					Our World	•
					Our W	
					Our World Wo	0
					Wo	
					Fire Safety (Special	
					Module) Pe	
					Fire Safety (Special Module) Texting WhilstDriving	
Music	Hands, Feet, Heart		l wanna play i		Friendship song	
	-1 -1 -		Zootin	-	Reflect, rewind and replay	
			Ulverston Big sing – The Gingerbread man		Leavers Pirates V Mermaids show	
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RE	Harvest	Christian Worship.	Key events in the life of Jesus	The Easter Story.		How is Buddha special
	What is harvest and why do we	Christmas – Nativity Story.	The Good Samaritan	Retell the Easter story and		to Buddhists?
	celebrate it?	I know light is an important	Lazarus the man who rose from the	,		Prince Siddhartha and
	Compare to a Hindu harvest festival	symbol for Christians and Hindus.	dead	Explore artefacts from		the swan.
		Hindus.		artefacts from Christianity.		
	Harvest prayers					

Long Term Plan	2023/24	Year 2	