









<p>Year 2</p>	<p>To infinity and beyond...</p> 	<p>Victorians</p> 	<p>Once upon a time...</p> 	<p>Fairtrade</p> 	<p>Disappearing</p> 	<p>Splash!</p> 
<p>English</p>	<p>Character Description – The Way back home – adjectives and noun phrases Diaries – Neil Armstrong ‘the First Landing’ (past tense, real events, chronological order) Non-chronological reports – Fact files on planets (present tense, first person, conjunctions to extend sentences)</p>	<p>Historical/Fantasy Story – Oliver Twist (past tense, adjectives, and adverbs) Free verse poem – The Eagle, Alfred Lord Tennyson (adjectives and noun phrases) Pamphlet – The Great Exhibition (features of non-fiction – headings, pictures, captions, persuasion, present tense)</p>	<p>Traditional Stories – The Little Red Hen (narrative and dialogue – questions, subordination/past tense) Commands – Bean plant (imperative verbs and adverbs) Traditional Stories -Jack and the Beanstalk</p>	<p>Persuasion poster (emotive and persuasive language, rhetorical questions/present tense) Explanation – the journey of a bar of chocolate (subordination – reason, chronological order, present tense) Poetry – Fairtrade acrostic poem (new vocab initial sounds)</p>	<p>Adventure Stories – The Siberian Tiger (sentence types/noun phrases/past tense) Adventure poem – free verse (repetition, onomatopoeia, alliteration) Non-chronological report – Tigers (subordination/present tense)</p>	<p>Letter – to the RNLI (features of the genre address, opening, why writing, requesting info/booking trip) Recount – personal experiences (past tense, chronological order, noun phrases, sentence types) Newspaper article – Grace Darling (chronological order, background information, quotes, sentence types, layout) Fantasy Story – One World – Michael Foreman (building on all story skills developed throughout the year – sentence types, correct tense, noun phrases, punctuation – focus paragraphs)</p>



Maths		Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
		Autumn	Number Place Value Steps: 16				Number Addition and Subtraction Steps: 17				Geometry Shape Steps: 12		
Spring	Measurement Money Steps:		Number Multiplication and Division Steps:					Measurement Length and Height Steps:		Measurement Mass, Capacity and Temperature Steps:			
Summer	Number Fractions Steps:			Measurement Time Steps:			Statistics Steps:		Geometry Position and Direction Steps:		Consolidation		
Science	Animals/Earth and space/Material properties	Material properties Comparing, observing, classifying, recording			Plants Comparing, observing, recording, comparative tests,		Material properties/health Comparing, observing, recording		Living things and their habitats/Animals/Environment Comparing, observing, recording		Health/Animals (humans) Microhabitats		
Geography		Physical/human features/tourism				Comparison of locality/non-European area Equator, N/S/E/W, continents, positional/directional language, map skills. (Mugumareno Village - Zambia)		Hot and cold places		Location knowledge Oceans – continents and oceans			
History	Chronology/passing of time Significant individuals - Neil Armstrong	Changes within living memory (Industrial revolution), events beyond living memory, comparing past/present			Comparing past/present			N/A		N/A			
Art and Design	Explore and Draw – Drawing and Sketchbooks	Exploring the World through Mono Print. Print colour and collage – William Morris			Stick Transformation project – working in 3 Dimensions Links with Traditional stories – little red hen (incl clay)		Expressive painting – paint, surface and texture				Music and Art Collaboration and Community		



Design and Technology	Design, make and evaluate Evaluation of rocket	Design, make and evaluate – Mechanisms – Axles	Design, make and evaluate – Mechanisms - levers	Design, make and evaluate – Food/structures	Design, make and evaluate – Structures	Design, make and evaluate – structures
Computing	Programming – robot algorithms – create and algorithm to create and debug a program	Programming – introduction to quizzes	Creating Media – making music – create music for a purpose Online Safety	Digital photography – how photographs can be changed	Information technology around us – recognise choices are made when using IT Online Safety	Data and Information – Pictograms Online Safety
Physical Education (P.E.)	Dodging 1 Health and Well-being	Hands 1 Mr Candy's sweet factory	Feet 1 Linking	Hands 2 Explorers	Jumping 1 Rackets, Bats and Balls	Team Building Games for Understanding
Religious Education (R.E.)	N/A	Who are Muslims and what do they believe?	What can we learn from sacred books?	How and why do we celebrate special and scared times?	N/A	Who are Jew's and what do they believe?
PSHE and RSE	VIPs	Safety first	One World	Digital wellbeing	Money matters	Growing up
Music	<u>Exploring Simple Patterns</u> Unit 1: Exploring Simple Pattern How Does Music Help Us to Make Friends?	<u>Focus on Dynamics and Tempo</u> Unit 2: Focus on Dynamics and Tempo How Does Music Teach Us About the Past?	<u>Exploring Feelings Through Music</u> Unit 3: How Does Music Make the World A Better Place?	<u>Inventing a Musical Story</u> Unit 4: How Does Music Teach Us About Our Neighbourhood?	<u>Music that Makes You Dance</u> Unit 5: How Does Music Make Us Happy?	<u>Exploring Improvisation</u> Unit 6: How Does Music Teach Us About Looking After Our Planet?
Modern Foreign Languages	N/A	N/A	N/A	N/A	N/A	N/A