

ALNE PRIMARY SCHOOL
Year 2 LONG TERM PLAN 2016 – 2017

TERM	ENGLISH	MATHS	SCIENCE	COMPUTING	HISTORY	GEOGARPHY	ART AND DESIGN	DT	MUSIC	PE	RE
AUT 1	Stories by same author- Roald Dahl Really looking	Place value Write numbers to 100 Know number facts to 20 & 100	Materials	Recognise uses of IT outside school	In my lifetime- Changes in living memory	Location Knowledge- name and locate world's continents and oceans.	Drawing and painting	Build and improve structure and mechanisms	Use voices, sing songs, chants and rhymes	Master the art of running, jumping, throwing, catching, balance, agility and co-ordination. Team games- attack and defend.	Religious festivals and personal celebrations Christianity, Islam and Judaism
AUT 2	Explanations Stories with familiar settings	Order and arrange objects Measures Time Record + & -	Forces (Old curric)		Events beyond living memory	Location Knowledge- name and locate world's continents and oceans.	Drawing painting and sculpture				
SPRING 1	Information texts Silly stuff	Count in 2s, 5s and 10s Recognise cumulative property of x Identify and sort 2D and 3D shapes	Plants	Communicate online safely and respectfully	Lives of significant individuals	Compare local area to a non-European country- use basic vocab to describe a less familiar area	Use colour line texture shape, form and space-diff techniques	Design purposeful, functional and appealing products. Generate model and communicate ideas. Use a range of material. Evaluate existing products and own ideas.	Play tuned and untuned instruments	Dance all year with Miss Diane	Signs and symbols Christianity, Islam and Judaism
SPRING 2	Traditional stories	Compare & order numbers <> Identify, represent & estimate numbers Use x and ÷	Living things- habitats, food chains	Understand use of algorithms							
SUM1	Non-Chronological report Extended stories	Tables & picto Scales Measures Fractions Equivalent fractions	Humans and animals	Write and test simple programs. Use logical reasoning to make predictions	Significant events, people and places- locally	Use aerial images and other models to create simple plans and maps, using symbols	Work of artists, craftsmen and designers	Understand where food comes from	Listen to music. Experiment and combine sounds		Religious stories Christianity, Islam and Judaism
SUM 2	Patterns on a page	Position & movement		Organise, store retrieve and manipulate data		Use simple fieldwork and observational skills to study the immediate environment					