

Long Term Plan 2022/23 – Year 2

	Autumn 1 7 weeks	Autumn 2 7 weeks	Spring 1 6 weeks	Spring 2 6 weeks	Summer 1 6 weeks	Summer 2 7 weeks
Skills for Success	Resilience	Self Belief	Responsibility	Understanding Yourself	Co-operation	Risk Taking
Visits and Visitors	Dartmoor Zoo (Science)	Theatre Trip - Pantomime St Eustachius (RE – Christmas Tree Festival)	The Box, Plymouth (Science- Everyday materials) Walk on Dartmoor (PE and Geography) Muslim Visitor (RE)	Morwellham Quay (History – Victorians)	Trethorne Farm (Science – Living things and their habitats)	Rosemoor Gardens (Science – Plants) Plymouth Synagogue (RE – Sacred Places)
Garden Days	Outdoor Maths Gardening – activities that build resilience and teamwork	Bird feeders Twig Christmas decorations	Scavenger hunt – natural materials Outdoor science experiments	Canal Walk – signs of spring Potting sunflower seeds	Navigation activities Rock painting	Making summer flowers from household materials (i.e. egg boxes, plastic bottles)
English	Lunchtime by Rebecca Cole 3 weeks Narrative Penguin: Usbourne 2 weeks	The Woods – by Paul Hoppe 2 weeks The Book of Cars and Trucks by Neil Clark 2 weeks Non Fiction	Poetry - Tell Me a Dragon by Jackie Morris 3 weeks Orion and the Dark by Emma Yarlett	A Dog's Day By Rebecca Rissman 3 weeks Story writing Weather by Steffi Cavell-Clarke 3 weeks	KS1 Story Path by Kate Baker 1 week Story writing Lord of the Forest by Caroline Pitcher 3 weeks Story	Mrs Armitage and the Big Wave by Quentin Blake 3 weeks Story writing Seed to Sunflower by Camilla de la

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	My Day at the Zoo by Jay Dale 2 weeks information text	Traction Man by Mini Grey 2 weeks Story writing	3 weeks Descriptive story writing		writing The Disgusting Sandwich by Gareth Edwards 2 weeks Story writing	Bédoyère 3 weeks information text
Reading	Decoding and reading with fluency	Decoding and reading with fluency skills specific non-fiction texts	Decoding and reading with fluency and inference	Making predictions and comprehension	Language for effect and reading with fluency	Note taking, themes and conventions and understanding vocabulary and dictionary use
Mathematics	2.1 Number sense (3 weeks) 2.2 Additive reasoning (3 weeks) 2.3 Geometric reasoning (1 week)	2.3 Geometric reasoning (1 week) 2.4 Number sense (2 weeks) 2.5 Additive reasoning (2 weeks) 2.6 Number sense (2 weeks)	2.6 Number sense (1 week) 2.7 Multiplicative reasoning (2 weeks) 2.5 Additive reasoning (1 week) 2.8 Number sense (2 weeks)	2.8 Number sense (1 week) 2.9 Additive reasoning (2 weeks) 2.10 Geometric reasoning (2 weeks) 2.13 Multiplicative reasoning	2.11 Number sense (1 week) 2.12 Additive reasoning (2 weeks) 2.13 Multiplicative reasoning (3 week)	2.11 Number sense (2 weeks) 2.12 Additive reasoning (1 week) 2.14 Geometric reasoning (2 weeks) Revisit and review (2 weeks)
Science	Animals including humans (life cycles, survival, food chains and being healthy)	Uses of everyday materials (identify and compare everyday materials)	Uses of everyday materials (shapes of solid objects)	Living things and their habitats (comparing things that are living, things that are dead and things that have never lived) (Habitats	Living things and their habitats (identify and name a variety of habitats, including microhabitats)	Plants (Observe and describe how seeds and bulbs grow into mature plants and describe how plants need water, light and a

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				provide basic needs)		suitable temperature to grow and stay healthy)
Computing and Online Safety	Basic Keyboard Skills Digital Literacy: Research Use a safe search for images Online Safety: Content: How it can be used and shared	Digital Literacy: Photo/video Online Safety: Fake websites and scam emails/ Fake Profiles	Digital Literacy: Information Technology - PowerPoint Online Safety: Impact on quality of life, physical and mental health and relationships	Digital Literacy: Information Technology Textease CT Online Safety: Abuse Online	Computer Science: Coding on Scratch Junior Online Safety: Unsafe communication	Computer Science: Coding on Scratch Junior Online Safety: Discuss relevant safety issues with class appropriate to age, current trends and circumstances
History	Time Period: Tudors 1485-1603 Event: Field of the Cloth of Gold Person: Henry VIII			Time Period: The Victorians 1837 - 1901 Event: Nurses changing medicine and history Person: Florence Nightingale, Edith Cavell and Marie Curie		Time Period: London 1666 Event: The Great fire of London Person: Samuel Pepys
Geography		4 countries that make up the	Physical features and country		Navigation using simple compass	

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		United Kingdom and United Kingdom is part of Europe.	traditions.		directions.	
Music	Charanga: Hands, Feet, Heart	Charanga: 'Ho Ho Ho' including playing glockenspiels	Charanga: African drumming - Djembe	Charanga: Zootime	Charanga: Friendship song	Charanga: Reflect, rewind and replay
Art	Picasso and art in the style of Picasso (drawing and sculpture)		Andy Warhol – printing techniques: print, roll and stamp		To investigate local artist Adam Bunce through paint and collage, including colour wheel (painting)	.
Design Technology		Textiles- Hand puppets		Food preparation - fruit and vegetables		Mechanisms wheels and axles – carts link to History
Personal Social Health Education	Being safe Health and Wellbeing	Caring and relationships Anti bullying Mental Wellbeing	Health and Prevention Internet Safety Relationships Drugs	Family Friendships Money Drugs	Relationships Health and Fitness Money	First aid Moving up day
Religious Education	1.6 Who is a Muslim and how do they live?	1.3 Why does Christmas matter to Christians?	1.6 Who is a Muslim and how do they live?	1.5 Why does Easter matter to Christians?	1.4 What is the 'good news' Christians believe Jesus brings?	1.8 What makes some places sacred to believers?

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Physical Education	Real PE Unit 1 – personal skills	Real PE Unit 2 – social skills	Real PE Unit 3 – cognitive skills	Real PE Unit 4 - creative skills	Real PE Unit 5 – applying physical skills	Real PE Unit 6 – health and fitness
	PE skill – fundamental movement skills used in a context of a game	PE skill – fundamental movement skills used in a context as part of a team	PE skill – fundamental movement skills used in a context as part of a team	PE skill – fundamental movement skills used in a context as part of a team	PE skill – fundamental movement skills used in a context as part of a team	PE skill – fundamental movement skills used in a running, jumping and throwing context.
	hop skip run side step backward	Hand and eye coordination throwing and catching as part of an invasion game	Hand and eye coordination using a hockey stick as part of an invasion game	Hand and eye coordination using a tennis racket with a partner	Hand and eye coordination as part of a striking and fielding game	Children to improve performance in a sprint, run, throw and jump event.