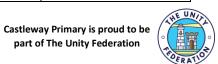


Castleway Primary School Year 2 Curriculum Long Term Plan

English	Fiction Genre :	Fiction Genre:	Fiction Genre:	Fiction Genre:	Fiction Genre:	Fiction Genre:
	Circular narrative	Setting narrative	Finding narrative	Return narrative	Return narrative	Invention narrative
	Purpose: to	Purpose:	Purpose:	Purpose:	Purpose:	Purpose:
	narrate	To narrate	To narrate	To narrate	To narrate	To narrate
	Non-fiction Genre: Letter	Non-fiction Genre: Diary	Non-fiction Genre: How to build a habitat	Non-fiction Genre: Jungle Animals	Non-fiction Genre: How to be a regal leader	Non-fiction Genre: How a machine works
	Letter	Dialy	riow to build a habitat	Jungle Ammais	riow to be a regar leader	riow a machine works
	Purpose:	Purpose:	Purpose:	Purpose:	Purpose:	Purpose:
	To inform	To recount	To inform	To inform	To inform	To explain
	Quality text:	Quality text:	Quality text:	Quality text:	Quality text:	Quality text:
	A River	The Night Gardener	The Bog Baby	Grandad's Island	The King Who Banned the	Rosie Revere
	A River	Night Gardener	Bog Baby	GRANDAD'S ISLAND	Dark The KING Who Banned the DARK	ROSIE REVERE ENGINEER
Book study	Rosa Parks		Katie Morag and the New Pier		Queen Victoria's bathing machine	
B.0 - 4 h 4 h	Place Value	Money	Multiplication and	Fractions	Position and direction	Time
Mathematics	Count objects to 100 and	• Count money – pence.	Division	Make equal parts.	Describing movement.	O'clock and half past.
	read and write numbers in	Count money – pounds	Make equal groups –	Recognise half.	Describing turns.	Quarter past and quarter to.
	numerals and words.	(notes and coins).	sharing. • Make equal groups	• Find half.	Describing movement and	 Telling time to 5 minutes.
	Represent numbers to 100.	Select money.	– grouping. • Divide by 2.	Recognise quarter.	turns.	Minutes in an hour, hours in
	Tens and ones with a part	Make the same amount.	Odd and even numbers.	Find a quarter.	 Making patterns with shapes. 	a day.
	whole model.	Compare money.	Divide by 5.	 Recognise a third. 		Find durations of time.
	Tens and ones using addition.	Find the total.	Divide by 10.	Find a third.		Compare durations of time.
	Use a place value chart.	• Find the difference.		Unit fractions.		
	Compare objects.	• Find change.	Statistics	NonOunit fractions.	Consolidation	Mass, Capacity and
	Compare numbers.	Two-step problems	Make tally charts.	• Equivalence of ½ and ²/4.		Temperature
	Order objects and numbers.Count in 2s, 5s and 10s.	Naultimlication and	Draw pictograms (1-1).	Find three quarters.Count in fractions.		Compare mass.
	• Count in 2s, 5s and 10s.	Multiplication and	• Interpret pictograms (1-1).	Count in fractions.		Measure mass in grams. Measure mass in kilograms
	- Count III 33.	Division	Draw pictograms (2, 5 and Interpret pictograms (2)	Measure: length and		Measure mass in kilograms.Compare capacity.
		Recognise equal groups. Make equal groups.	10). • Interpret pictograms (2,	height		Millilitres.
		Make equal groups.Add equal groups.	5 and 10). • Block diagrams.	Measure length (cm).		• Litres.
		- Auu equal groups.	- DIOCK Glagianis.			
				 Measure length (m). 		 Temperature.



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			Multiplication sentences		Compare lengths.		
			using the x symbol.		Order lengths.		
			Multiplication sentences		 Four operations with 		
			from pictures.		lengths.		
			Use arrays.				
			• 2 times-table.				
			• 5 times-table.				
			• 10 times-table				
		Addition and	subtraction	Propertie	es of Shape		Mass, Capacity and
		Fact families – Addition and subtraction bonds to 20.		Recognise 2D and 3D shapes.			Temperature
		Check calculations. • Compare number sentences.		Count sides on 2D shapes.		Consolidation	•
		Related facts. • Bonds to 100 (tens). • Add and subtract 1s.		Count sides on 2D shapes. Count vertices on 2D shapes.		Consonaction	Compare mass.
		• 10 more and 10 less. • Add and subtract 10s.		Draw 2D shapes.		South to a set the second	Measure mass in grams.
		Add a 2-digit and 1-digit number				Problem solving and	Measure mass in kilograms.
			•	• Lines of symmetry.		efficient methods	Compare capacity.
		Subtract a 1-digit number from	_	• Sort 2D shapes.	_		Millilitres.
		• Add two 2-digit numbers – not	=	Make patterns with 2D shape	S.		• Litres.
		tens. • Add two 2-digit numbers	•	Count faces on 3D shapes.			Temperature.
		add tens. • Subtract a 2-digit number from a 2-digit number –		Count edges on 3D shapes.			
		not crossing ten. • Subtract a 2-digit number from a 2-digit		 Count vertices on 3D shapes. 			
		number – crossing ten – subtract ones and tens.		• Sort 3D shapes.			Investigations
		Bonds to 100 (tens and ones).		Make patterns with 3D shapes.			
		Add three 1-digit numbers.					
Main	Project	Movers and Shakers		Coastline		Magnificent Monarchs	
	,						
Mini	Science	Humans	Living things and their	Uses of everyday	Plants	Animals	
	Science		habitats	materials			
projects			Tido tido	materials			
	Art	Mix it	Still life	Flower Head		Portraits and Poses	
	DT	Remarkab	le recines	Beach hut		Cut, stitch and join	Push and pull
	וט	Kemarkab	ie recipes	Deach nut		cut, stitem and join	r don dna pan
	Geography	Let's explore the world		Covered in main project		Geography revision and retrieval practice	
	Geography						
			T		1		T .
Compu	iting & ICT	2.1 What is a computer?	2.2 Word Processing	2.4 Unplugged	2.3 Graphs	2.6 Presenting	2.5 Programming
			_		1	Information (iPads: Book	(Scratch jr)
			I INVICTOCATE MACEDIA	Algorithms (Code.org)	(2Graph)		
		/ E-Safety	(Microsoft Word)	, ,		(reator / Pic Collage)	
		-	, , , , , , , , , , , , , , , , , , , ,		Puilding from: 1.2 Distograms	Creator / Pic Collage)	Ruilding from: 1 E Coding
		Building from: 1.1 Basic	Building from: 1.2 Presenting	Building from: 1.4	Building from: 1.3 Pictograms	Building from: 1.6 Games	Building from: 1.5 Coding
		Building from: 1.1 Basic computing skills	Building from: 1.2 Presenting Information (Intro to word	Building from: 1.4 Introduction to Algorithms	(2Count)Leading to:23.3		Using Beebots Leading to:
		Building from: 1.1 Basic	Building from: 1.2 Presenting	Building from: 1.4		Building from: 1.6 Games	



Music	Hands, Feet, Heart Style: South African styles Topic and cross-curricular links: South African music and Freedom Songs. Nelson Mandela as a famous and influential person in our lifetimes. Historical context of musical styles.	Leading to: 3.2 Multimedia Presentation (Powerpoint) Ho Ho Ho Style: Christmas, Big Band, Motown, Elvis, Freedom Songs Topic and cross-curricular links: Christmas. Literacy - Christmas vocabulary. Historical context of musical styles.	I Wanna Play In A Band Style: Rock Topic and cross-curricular links: Teamwork, working together. The Beatles. Historical context of musical styles.	Zootime Style: Reggae Topic and cross-curricular links: Animals, poetry and the historical context of musical styles.	Number Paint Projects Leading to 3.6 Producing Digital Images (iPad and PC) Friendship Song Style: Pop Topic and cross-curricular links: Celebrating differences, friendship, acceptance and respect.	Reflect, Rewind and Replay Style: Western Classical Music and personal choice from Year 3 Topic and cross-curricular links: Thinking about the history of music in context, listen to some Western Classical music and place the music from the units in their correct time and space.
Physical Education & Wellbeing	Physical Literacy How to perform a range of movements competently and confidently How to manipulate objects in a variety of ways. To demonstrate varied range of balances using different body parts Explain how we can move creatively.	Target Games Aim and reach a variety of targets; into, onto, at Demonstrate underarm throwing when aiming at targets Use positional and descriptive language to support success in target games Demonstrate consistency and accuracy in bouncing, kicking, throwing.	Dance How to use movement to explore and communicate ideas and issues, and their own feelings and thoughts. As they work, they develop an awareness of the historical and cultural origins of different dances. Explore basic body actions; begin to make single movements and combine movements using different parts of the body	Team Games Show accuracy in throwing and receiving in a variety of ways continue to use skills in different ways to try to win points. How to work collaboratively as a team. Continue to communicate in a variety of ways. engage in competitive sports and activities	Pupils develop the basic skills required in invasion games such as sending, receiving and dribbling a ball. They develop their understanding of attacking and defending. They have the opportunity to play uneven and even sided games. They learn how to score points in these types of games and how to play to the rules.	Athletics In this unit children explore running, jumping and throwing activities and take part in simple challenges and competitions. They experiment with different ways of travelling, throwing and jumping, increasing their awareness of speed and distance.
Sport	Football	Hockey	Rugby	Rounders/Cricket	Tennis	Netball/Basketball

Religious Education	Hinduism	Festivals of Light	Special Places	Easter	Me, Families and Friends	
						T
CPHSE	Being Me in My World	Celebrating Differences	Dreams and Goals	Healthy Me	Relationships	Changing Me
	Hopes and fears for the year	Similarities and differences	Setting goals Identifying	Motivation Healthier choices	Different types of family Physical	Life cycles in nature
	Rights and responsibilities	Understanding bullying and	successes and achievements	Relaxation Healthy eating and	contact boundaries Friendship	Growing from young to old
	Rewards and Consequences	knowing how to deal with it	Learning styles	nutrition	and conflict Secrets Trust and	Increasing independence
	Safe and learning environment	Making new friends Celebrating	Working well and celebrating	Healthier snacks and sharing	appreciation	Differences in female and male
	Valuing contributions	the differences in everyone	achievement with a partner	food	Expressing appreciation for	bodies (correct terminology)
	Choices		Tackling new challenges		special relationships	Assertiveness
	Recognising Feelings		Identifying and overcoming			Preparing for transition
			obstacles			
			Feelings of success			