

## Year 2 LTP

Year 2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	The Place Where I Live	Fighting Fit	Explorers	The Farm Shop	Wind in the Willows	Buckets and Spades
<b>Lead Subjects</b>	<b>History</b> Significant places in their own locality (including schools and playgrounds)	<b>Science</b> Humans - what humans need to survive, human growth and exercise	<b>History</b> Significant people - Neil Armstrong and Christopher Columbus	<b>Science</b> Human health and nutrition; requirements for plant growth	<b>Science</b> Living things and habitats	<b>Science</b> Uses of everyday materials - suitability of different materials for particular uses
	<b>Geography</b> Small area of the UK - where I live and play	<b>Art and Design</b> Figure drawing with proportions using wooden figures developed into clay	<b>Geography</b> Small area in a contrasting non-European country	<b>Design and Technology</b> Food - the eatwell plate, where food comes from, principles of a healthy diet	<b>Geography</b> Seasonal and daily weather	<b>History</b> Events beyond living memory or places in their locality - the seaside then and now
	<b>Art and Design</b> Drawings and paintings of local area developed into printmaking	<b>Music</b> Rehearse and perform with others, starting and finishing together and keeping a steady pulse	<b>Design and Technology</b> Mechanisms - wheels and axles		<b>Design and Technology</b> Textiles - using a template, simple joining, choice of stitches, choice of materials	<b>Art and Design</b> Collage using papers, fabric materials, drift wood
	<b>Music</b> Listening - experiencing how sounds can be made in different ways				<b>Music</b> Listening - know how music is used descriptively for a particular purpose	
<b>Additional Subjects</b>	<b>PSHE</b>	<b>Physical Education</b>	<b>Music</b>	<b>Art and Design</b>	<b>Art and Design</b>	
	<b>Computing - Information Technology (IT), Computer Science (CS), Digital Literacy (DL)</b>					
	IT - sound / multimedia	DL - electronic communication	CS - computational thinking / programming	IT - data handling	IT - presenting information	CS - programming
	<b>Mathematics</b>					
Additional opportunities for contextual learning and using and applying mathematics linked to the themes. Lancashire Mathematics Planning should be used for discrete mathematics lessons.						
<b>English</b>	<b>English</b>					
	Stories with familiar settings Non-chronological reports Poems on a theme	Traditional tales with a twist Instructions	Stories by the same author Non-chronological reports	Stories with familiar settings Persuasion Riddles	Animal adventure stories Recount: letters Classic poems	Story as a theme Explanations Poems on a theme
<b>Ongoing</b>	<b>Science</b>	<b>Geography</b>	<b>Physical Education</b>	<b>eSafety</b>	<b>History</b>	<b>English</b>
	Nature and field journals - observations of plants and animals in their local environment throughout the year		Master basic movements and begin to apply these in a range of activities. These activities must include team games and performing dances. Lancashire KS1 PE scheme of work would support children's learning in PE.	Whenever children are engaged in electronic communication, establish and reinforce messages about using technology safely and responsibly.	Black History Month (Rosa Parks/Mary Seacole)	Spelling and handwriting should be taught discretely. Refer to the key learning in writing document for progression guidance.