

Long Term Overview

Each subject / area should include a Knowledge and a Skill

Year **2**

Topic	The Lost World		Superheroes		Into the Woods	
	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
	7 day STEM - physics: Colour spectrum. Light, Space and Time.					
Special celebrations	Harvest - 3/10	Remembrance day (8/11) Bonfire night (5/11) Diwali (4/11) Christmas Hanuka (Nov)	Ash Wednesday Lent Chinese New Year	Eid (2-3/5) Passover Ramadam	La Tomantina	
Maths	Number: Place Value (count, read, compare, partition)	Calculation: Addition /subtraction Calculation: Multiplication and division (Money - afternoon sessions)	Calculation: Multiplication and division Fractions	Time and measurement Shape Recap arithmetic skills for all four operations	SAT's Identify gaps and recap Position and direction (through Topic/geography)	Measurement: mass, time, volume, length, temperature Statistics
Reading	RWI Lost and Found Man on the Moon Whatever Next The Littlest Dinosaur Portrait of a dragon (Poetry)	RWI Esio Trot Gigantosaurus The Dinosaur's Diary	RWI - See RWI plans Character studies (w/ links to inclusion)	RWI – See RWI plans Traction Man Super kid	Deep Dark Wood Stick Man Once Upon a Wild Wood A First Poetry Book	Into the forest Fairy tales The Enchanted Wood
Writing	Narrative Description Instructions	Recount Non-chronological report Poetry – bonfire night Letter writing	Storytelling: Coyote and the Fire Narrative Instructions	Storytelling: How to catch a fire giant. Narrative Comic Strip Letter Writing	Storytelling: Little Bird and the forest fire Fact File Poetry	Storytelling: Little Bird and the forest fire Narrative Recount
GP	Capital Letters and Full Stops Conjunctions Word classes	Sentence types Commas in a list Singular and plural	Tenses Suffixes Apostrophes	Apostrophes Suffixes Word classes	Sentence types Conjunctions	Commas in a list Tenses
Spelling	1.The /j/ sound spelled –dge at the end of words. This spelling is used after the short vowel sounds. 2.The /j/ sound spelled –ge at the end of words. This spelling comes after all sounds	1.The /r/ sound spelled 'wr' at the beginning of words. 2.The /l/ or /ul/ sound spelled 'le' at the end of words. 3.The /l/ or /ul/ sound spelled 'el' at the end of words. This spelling is used	1. The long vowel 'i' spelled with a y at the end of words. 2. Adding 'es' to nouns and verbs ending in 'y.' 3. Adding 'ed' to words ending in y. The y is changed to an i. 4.Adding 'er' to words ending in y.	1.Adding 'er' to words ending in 'e' with a consonant before it. 2. Adding 'ing' to words of one syllable. The last letter is doubled to keep the short vowel sound. 3.Adding 'ed' to words of one	1. The /ee/ sound spelled 'ey' 2.Words with the spelling 'a' after w and qu. 3. The /er/ and /or/ sound spelled with or or ar. 4.The /z/ sound spelled s.	1.These words are homophones or near homophones. They have the same pronunciation but different spellings and/or meanings 2.These words are homophones or near

	other than the 'short vowels.' 3. The /j/ sound spelled with a g. 4. The /s/ sound spelled c before e, i and y. 5. The /n/ sound spelled kn and gn at the beginning of words. 6. Challenge Words	after m, n, r, s, v, w and commonly s. 4. The /l/ or /ul/ sound spelled '-al' at the end of words. 5. Words ending in '-il.' 6. Challenge Words	The y is changed to an i. 5. Adding 'ing' to words ending in 'e' with a consonant before it. 6. Challenge Words	syllable. The last letter is doubled to keep the short vowel sound. 4. The 'or' sound spelled 'a' before ll and ll 5. The short vowel sound 'o.' 6. Challenge Words	5. The suffixes '-ment' and '-ness' 6. The suffixes '-ful' and '-less' If a suffix starts with a consonant letter. It is added straight onto most root words.	homophones. They have the same pronunciation but different spellings and/or meanings. 3. Words ending in '-tion.' 4. Contractions – the apostrophe shows where a letter or letters would be if the words were written in full. 5. The possessive apostrophe (singular) 6. Challenge Words
Science	<u>Humans and other animals</u>	<u>Living things and their habitats</u>	<u>Materials</u>		<u>Plants</u> <u>Living things and their habitats (micro-habitats)</u>	
Computing And E-Safety	Computer Systems and Networks – Information IT <i>Copy write</i>	Multimedia – Photography <i>Self-Image and Identity</i>	Programming – Robot Algorithms <i>Health, Well being and Life Style</i>	Multimedia – Making music <i>Online Reputation</i>	Handling Data – Pictograms <i>Managing Information Online</i>	Programming – Introduction to quizzes <i>Privacy and Security</i>
History	Events beyond living memory. (Extinction of dinosaurs)		Significant individuals.		Changes in living memory. (Walk round Repton)	
Geography	Continents and Oceans		Map Skills		Climate	Local Study
DT	Shoebox Habitats / Nativity Props		Superhero costumes for dolls		Building Dens in the Warren	
Art	Sketching Henry Moore		Printing Roy Lichtenstein Andy Warhol	Painting	Collage	
RE	Christianity	The story of the Nativity.	Judaism	Islam	Christianity	Judaism
PE	Athletics	Dance - Christmas	Gymnastics 1 – Travel and Shapes	Dance - Heroes	Gymnastics 2- Balances and Jumps	Throwing and Catching
Games	Sending and Receiving		Attacking and Defending	Net and Wall	Striking and Fielding	Throwing and Catching
MFL						
Music	Nativity Music appreciation		Instruments		Composing music	
Life Skills	Independence	1000 Hours of Kindness Nativity	Personal Care	Self-Awareness (SATs)	Local Area and My Address	RSE
British Values (Woven through)	Democracy (Voting)	Tolerance of different cultures and religions	Mutual Respect	Individual Liberty	Rule of Law	

Outdoor Learning	Humans and other animals -use to classify animals: mammals, -fish, birds, reptiles and amphibians. Identify the group an animal belongs to by its features and will classify animals according to their group. Children will learn about the parts of the human body and have the opportunity to explore the five senses through a simple investigation	Living things and their habitats -Use different types of scientific enquiry to gather and record data, using simple equipment where appropriate, to answer questions.	Folklore and mythology Significant individuals. - Identify when these individuals were alive and what life was like in that period. - Present information on how they contributed to national and international achievements in a variety of ways.	Map Skills -Devise simple maps -Describe locations of features and routes on a map using compass directions.	Local Study - identify key human and physical features. - map the local area.
-------------------------	---	---	--	---	--