

St. Hugh's Catholic Primary School
Year 2 Long Term Plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
R.E.	Creation and Covenant	Prophecy and Promise	Galilee to Jerusalem	Desert to Garden	To the ends of the Earth	Dialogue and Encounter
English	See Phonics plan Setting narrative The Night Gardener Diary	See Phonics plan Circular narrative A River Letter	See Phonics plan Finding narrative The Bog Baby Instructions	See Phonics plan Return narrative Grandad's Island Information report	See Phonics plan Twisted narrative Jack and the Baked Beanstalk	See Phonics plan Invention narrative Rosie Revere
Maths	Numbers 10 to 100 Calculations within 20	Fluently add and subtract within 10 Addition and subtraction of two-digit numbers	Introduction to multiplication Introduction to division structures	Shape Addition and subtraction of two-digit numbers	Money Fractions Time Position and direction	Multiplication and division. Capacity, volume, mass
Science	Living things and their habitats	Uses of everyday materials	Plants		Animals including humans	
PSHE	Health and Wellbeing Change and loss Health and disease Keeping safe. Drugs in the home		Relationships and Sex Education We meet God's love in the community		Living in the Wider World Rules Environment Spending and saving	
Computing	Computing Systems and Networks IT around us	Creating Media Digital Photography	Programming A Robot Algorithms	Data and Information Pictograms	Data and Information Pictograms	Programming B Programming Quiz
History	Explorers		Noel Chavasse and WW1		The great fire of London	
Geography		The United Kingdom		Field work: around the school		Aspen in The Rocky Mountains
P.E.	Dance Fundamental Skills	Games Gymnastics	Yoga Ball Skills	Net and Wall Games Team Building	Dance Athletics	Target Games Striking and fielding Games
Art	Sketching/ painting		Collage		Sketching/ sculpture	
Music	Exploring Simple Patterns	Dynamics and Tempo	Exploring Feelings Through Music	Inventing a Musical Story	Friendship song	Reflect, rewind and replay
Design Technology		Mechanisms (wheels and axles)		Textiles (templates and joining techniques)		Food