



St Ives Infants School Long Term Plan 2020 - 2021

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
Theme Question	Why do we need shelter?	Why do we have a fire brigade?	Why has communication been so important to us?	How do animals adapt to survive?	Can animals live without plants? Can plants live without animals?	How has the World changed through building, deforestation and natural disasters?
Hook	Building indoor and outdoor shelters.	Make bread	Morse code message left to crack.	Animal poos – owl pellets and matching animals to poo	Beekeeper visit	Wall-e film clip? Shelter box
Visits/Visitors	Walk into town – look at old houses	Fire brigade	Porthcurno museum	Leach pottery	Woods – plant identification / how have plants adapted. Bee keeper Garden centre (train trip)? – contrast to woods natural growth.	Shelter box Eden project (camp?)
English Key Texts	Katie in London Three Little Pigs Instruction texts Class novel: Paddington	Flame poems Charlie and the Great Fire of London The Great Fire of London 350th Anniversary	Ada Lovelace, Poet of science The Most Magnificent Thing Class novel: The Owl who was afraid of the dark	Augustus and his Smile The Rainbow Bear Fact Files The Lost Words Who Eats Who Lost and Found	The Tiny Seed Non-fiction texts about plants. Bean diary (Bee movie) Class novel: The Last Wild	The Window Oi get off my train! This Moose Belongs to Me Where the forest meets the sea
Writing Outcomes	Recount – town walk Instructions – how to build a den Story – three little pigs linked to science	Poetry linked to fire / bonfire night / GFL Historical recount Story of character in GFL	Letters Story? Non-chronological report on different communication	Write a story based on Augustus – setting description. Animal fact file – class book – layout of non-fiction texts Animal poetry	Plant diary Recipes – TV chef Story – character description / feelings	Write story for The Window – use of descriptive language. Poetry – Eden inspired Biography of David Attenborough



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Maths Units (WR)	Recognising and counting numbers to 100. Fact families Add / subtract 1s and 10s Time	Addition and subtraction Money Arrays / equal groupings Time	Multiplication and division Odd / even Data handling Shape Time	Shape / symmetry Fractions Time Addition and subtraction	Measure Position / movement Time Multiplication and division	Time Measure Addition and subtraction
Science	Everyday materials: investigate strength of materials. Outcome: link to English / den building		Humans Investigate the reaction of eggs in liquids (teeth) Outcome: human life size collage to show all human needs.	Animals What clues can we find about an animal from its diet? Outcome: produce class animal fact file	Plants Investigate needs of a plant. Outcome: plant diary and investigation.	Living things and habitats Outcomes: create bug hotel
History	Compare new and old buildings locally / London Outcome: photographic collage of buildings.	Great Fire of London Time lines Outcome: create class street from London	Technology / Ada Lovelace Outcome: design a memorial that would reflect Ada's achievements			David Attenborough Outcome: biography
Geography	Describe physical and human features and create key. Outcome: create map of walk into town showing features and use of key.			Compare own locality to one where a particular animal is found (Australia / Antarctica?) Outcome: incorporate in class animal fact file	Linking their place in the UK to their place in the world Name continents and oceans Atlases Outcome: large class map with plants in continents/oceans	Investigate and explore hot and cold areas of the world in relation to the equator and poles Outcome: link to David Attenborough
DT		Design/ make / evaluate: tudor houses	Explore and begin to use mechanisms		Prepare food and follow procedures for food safety and hygiene.	Design / make / evaluate Outcome: bug hotel



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		Outcome: create class street to replicate London / fire.	Outcome: design / make / evaluate picture with levers		Outcome: ginger and honey gingerbread men	
Art & Design	Drawing Explore different materials / patterns/ line / shape. Outcome: draw first hand observation houses in town.	Painting Experiment with painting techniques, tools, colours and silhouettes Outcome: create silhouette skyline of London.		3D Form (Leach) Create a sculpture in the style of an artist using clay adding lines and texture. Outcome: clay animal – Leach pottery visit.	Printing Reproduce a print using pattern. Use a variety of techniques Outcome: Plant prints bunting.	Textiles/Collage Create textured collages from a variety of media. (ARTIST) Outcome: collages of different habitats.
PSHE	Lifewise Board games to develop following rules and turn taking. Develop learning skills. Learning skills (collaboration / resilience / independence)	Lifewise Board games to develop following rules and turn taking. Learning skills (linking learning/ perseverance/self-regulation)	Lifewise Learning skills (collaboration / resilience / independence)	Lifewise Learning skills (linking learning/ perseverance/self-regulation)	Lifewise Parachute games Learning skills (collaboration / resilience / independence)	Lifewise Parachute games Learning skills (linking learning/ perseverance/self-regulation)
RE	Who is a Muslim and how do they live?	Why does Christmas matter to Christians?	What makes some people and places in Cornwall sacred?	Why does Easter matter to Christians?	Who is a Muslim and how do they live?	What is the 'good news' Christians believe Jesus brings?
PE	Team games Ball skills	Team games Dance: outcome – create and perform a Great Fire of London class dance.	Team games Gymnastics: body shapes and use of floors space to create sequence of movements.	Team games Dance Outcome: create dance in pairs. Perform.	Team games Gymnastics: use of apparatus to create sequences of movements.	Athletics Ball games
Computing	E-Safety Outcome: e-safety poster to display	Using technology to create digital content.	Explore use of technology beyond school.	Using technology to create digital content.	Algorithms / create and debug simple programs	use logical reasoning to predict the behaviour of simple programs



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	around the school/ send home.	Outcome: create animation of the GFOL (minecraft)	Link to history / geography	Outcome: Create animal fact file using presentation software	Outcome: Create simple scratch animation Time-lapse photos	
Music	Exploring material sounds using rhythmic patterns. Outcome: create and perform class rhythmic composition	Singing and performing. (GFOL round / Christmas songs) Outcome: perform in front of parents at Christmas performance.	Ordering and choosing sounds to create effect. Morse code composition. Outcome: paired composition using computer software.	Listen out for particular things when listening to music Recognise sounds that move by steps and by leaps. Outcome: link to PE / Dance – respond to music using body – dance performance.	I can make connections between notations and musical sounds I can use simple structures in a piece of music Outcome: group composition using pictorial notation.	I can create music in response to...(diff. starting points) I can evaluate and improve my work Outcome: paired composition reflecting environment / link to art.