



English Martyrs' RC Primary School

Creative Curriculum Long Term Planning

Year 2

Cycle B Theme	Mega Structures	Festivals and Celebrations	Ice Explorers	Knights and Castles	Fire Fire!	By the Sea
History	<p>-The lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods [for example, Elizabeth I and Queen Victoria, Christopher Columbus and Neil Armstrong, William Caxton and Tim Berners-Lee, Pieter Bruegel the Elder and LS Lowry, Rosa Parks and Emily Davison, Mary Seacole and/or Florence Nightingale and Edith Cavell]</p> <p>-Significant historical events, people and places</p>	<p>-Events beyond living memory that are significant nationally or globally [for example, the Great Fire of London, the first aeroplane flight or events commemorated through festivals or anniversaries]</p>	<p>-The lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods [for example, Elizabeth I and Queen Victoria, Christopher Columbus and Neil Armstrong, William Caxton and Tim Berners-Lee, Pieter Bruegel the Elder and LS Lowry, Rosa Parks and Emily Davison, Mary Seacole and/or Florence Nightingale and Edith Cavell]</p>	<p>-Significant historical events, people and places in their own locality.</p> <p>-The lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods [for example, Elizabeth I and Queen Victoria, Christopher Columbus and Neil Armstrong, William Caxton and Tim Berners-Lee, Pieter Bruegel the Elder and LS Lowry, Rosa Parks and Emily Davison, Mary Seacole and/or Florence</p>	<p>-Events beyond living memory that are significant nationally or globally [for example, the Great Fire of London, the first aeroplane flight or events commemorated through festivals or anniversaries]</p>	<p>- The lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods [for example, Elizabeth I and Queen Victoria, Christopher Columbus and Neil Armstrong, William Caxton and Tim Berners-Lee, Pieter Bruegel the Elder and LS Lowry, Rosa Parks and Emily Davison, Mary Seacole and/or Florence Nightingale and Edith Cavell]</p>

	in their own locality.			Nightingale and Edith Cavell] -Changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life		-Significant historical events, people and places in their own locality.
Geography	<ul style="list-style-type: none"> -Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas. -Understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom, and of a small area in a contrasting non-European country. -Use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage. -Use simple fieldwork and observational skills to study the geography of 	<ul style="list-style-type: none"> -Name and locate the world's seven continents and five oceans. -Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas -Use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage 	<ul style="list-style-type: none"> -Understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom, and of a small area in a contrasting non-European country -Identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles -use basic geographical vocabulary to refer to: <ul style="list-style-type: none"> - key physical features, including: beach, cliff, coast, forest, hill, 	<ul style="list-style-type: none"> -Name and locate the world's seven continents and five oceans -Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas -Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key 	<ul style="list-style-type: none"> -Use simple compass directions (North, South, East and West) and locational and directional language [for example, near and far; left and right], to describe the location of features and routes on a map 	<ul style="list-style-type: none"> -Name and locate the world's seven continents and five oceans -Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas -Use basic geographical vocabulary to refer to: <ul style="list-style-type: none"> key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop

	<p>their school and its grounds and the key human and physical features of its surrounding environment.</p>		<p>mountain, sea, ocean, river, soil, valley, vegetation, season and weather</p> <p>-key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop</p> <p>use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage</p> <p>-Use simple compass directions (North, South, East and West) and locational and directional language [for example, near and far; left and right], to describe the location of features and routes on a map</p>			
<p>Science</p>	<p><u>Year 1</u></p> <p>-Distinguish between an object and the material from which it is made</p> <p>-Identify and name a variety of everyday</p>	<p><u>Year 1</u></p> <p>-Asking simple questions and recognising that they can be answered in different ways</p> <p>-Observing closely, using</p>	<p><u>Year 1</u></p> <p>-Pupils work scientifically by: making tables and charts about the weather; and making displays of what happens in the</p>	<p><u>Year 1</u></p> <p>-Distinguish between an object and the material from which it is made</p> <p>-Identify and name a variety of everyday</p>	<p><u>Year 1</u></p> <p>-Identify and name a variety of common wild and garden plants, including deciduous and evergreen trees</p>	<p><u>Year 1</u></p> <p>-Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals</p>

	<p>materials, including wood, plastic, glass, metal, water, and rock</p> <ul style="list-style-type: none"> -Describe the simple physical properties of a variety of everyday materials -Compare and group together a variety of everyday materials on the basis of their simple physical properties. 	<p>simple equipment</p> <ul style="list-style-type: none"> -Performing simple tests -Identifying and classifying -Using their observations and ideas to suggest answers to questions -Gathering and recording data to help in answering questions. 	<p>world around them, including day length, as the seasons change.</p> <ul style="list-style-type: none"> -Observe changes across the four seasons -Observe and describe weather associated with the seasons and how day length varies. 	<p>materials, including wood, plastic, glass, metal, water, and rock</p> <ul style="list-style-type: none"> -Describe the simple physical properties of a variety of everyday materials -Compare and group together a variety of everyday materials on the basis of their simple physical properties. 	<ul style="list-style-type: none"> -Identify and describe the basic structure of a variety of common flowering plants, including trees. 	<ul style="list-style-type: none"> -Identify and name a variety of common animals that are carnivores, herbivores and omnivores -Describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets) -Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.
	<p>Year 2</p> <ul style="list-style-type: none"> -Asking simple questions and recognising that they can be answered in different ways. -Observing closely, using simple equipment. -Performing simple tests. -Identifying and classifying. -Using their observations and ideas to suggest answers to questions. -Gathering and recording data to help in answering 	<p>Year 2</p> <ul style="list-style-type: none"> -Asking simple questions and recognising that they can be answered in different ways. -Observing closely, using simple equipment. -Performing simple tests. -Identifying and classifying. -Using their observations and ideas to suggest answers to questions. -Gathering and recording data to help in answering questions. -Find out about and describe the basic needs of animals, 	<p>Year 2</p> <ul style="list-style-type: none"> -Asking simple questions and recognising that they can be answered in different ways -Observing closely, using simple equipment -Performing simple tests -Identifying and classifying -Using their observations and ideas to suggest answers to questions -Gathering and recording data to help in answering questions -Explore and compare the differences between things 	<p>Year 2</p> <ul style="list-style-type: none"> -Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses -Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching. 	<p>Year 2</p> <ul style="list-style-type: none"> -Notice that animals, including humans, have offspring which grow into adults -Find out about and describe the basic needs of animals, including humans, for survival (water, food and air) -Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene. 	<p>Year 2</p> <ul style="list-style-type: none"> -Asking simple questions and recognising that they can be answered in different ways -Observing closely, using simple equipment -Performing simple tests -Identifying and classifying -Using their observations and ideas to suggest answers to questions -Gathering and recording data to help in answering questions. -Explore and compare the differences between things

	<p>questions.</p> <p>-Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses.</p> <p>-Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.</p>	<p>including humans, for survival (water, food and air)</p> <p>-Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene</p>	<p>that are living, dead, and things that have never been alive</p> <p>-Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other</p> <p>-Identify and name a variety of plants and animals in their habitats, including microhabitats</p> <p>-Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food.</p>			<p>that are living, dead, and things that have never been alive</p> <p>-Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other</p> <p>-Identify and name a variety of plants and animals in their habitats, including microhabitats</p> <p>-Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food.</p>
<p>Music</p>	<p>-Use their voices expressively and creatively by singing songs and speaking chants and rhymes.</p> <p>Play tuned and untuned instruments musically.</p>	<p>-Use their voices expressively and creatively by singing songs and speaking chants and rhymes.</p> <p>-Play tuned and untuned instruments musically.</p>	<p>-Play tuned and untuned instruments musically</p> <p>-Listen with concentration and understanding to a range of high-quality live and recorded music</p> <p>-Experiment with, create, select and combine sounds using the inter-related dimensions</p>	<p>-Use their voices expressively and creatively by singing songs and speaking chants and rhymes</p> <p>-Play tuned and untuned instruments musically</p> <p>-Listen with concentration and understanding to a range of high-quality live and recorded</p>	<p>-Use their voices expressively and creatively by singing songs and speaking chants and rhymes</p>	<p>-Use their voices expressively and creatively by singing songs and speaking chants and rhymes</p> <p>-Play tuned and untuned instruments musically</p> <p>-Experiment with, create, select and combine sounds using the inter-related dimensions</p>

			of music.	music		of music.
Art	<ul style="list-style-type: none"> -To use a range of materials creatively to design and make products. -To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination. -About the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work. 	<ul style="list-style-type: none"> -To use a range of materials creatively to design and make products . -To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination. -To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space . -About the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work. 	<ul style="list-style-type: none"> -To use a range of materials creatively to design and make products -To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination -To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space 	<ul style="list-style-type: none"> -To use a range of materials creatively to design and make products -To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space -About the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work. 	<ul style="list-style-type: none"> -To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination -To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space 	<ul style="list-style-type: none"> -To use a range of materials creatively to design and make products -To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination -To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
Design & Technology	<ul style="list-style-type: none"> -Design purposeful, functional, appealing products for themselves and other users based on design criteria. -Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. -Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]. -Select from and use a wide range of materials and 	<ul style="list-style-type: none"> -Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology . -Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]. -Select from and use a wide range of materials and 	<ul style="list-style-type: none"> -Design purposeful, functional, appealing products for themselves and other users based on design criteria -Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] -Select from and use a wide range of materials and components, including construction 	<ul style="list-style-type: none"> -Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] -Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics -Build structures, exploring how they can be made 	<ul style="list-style-type: none"> -Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology -Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] -Select from and use a wide 	<ul style="list-style-type: none"> -Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] -Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics -Explore and evaluate a range of existing products

	<p>perform practical tasks [for example, cutting, shaping, joining and finishing].</p> <p>-Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.</p> <p>-Evaluate their ideas and products against design criteria.</p> <p>-Build structures, exploring how they can be made stronger, stiffer and more stable.</p>	<p>components, including construction materials, textiles and ingredients, according to their characteristics</p>	<p>materials, textiles and ingredients, according to their characteristics</p> <p>-Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.</p>	<p>stronger, stiffer and more stable</p> <p>-Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.</p>	<p>range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</p>	<p>-Evaluate their ideas and products against design criteria</p> <p>-Build structures, exploring how they can be made stronger, stiffer and more stable</p> <p>-Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.</p>
<p>Computing</p>	<p>-Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</p> <p>-Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p>	<p>-Create and debug simple programs</p> <p>-Use logical reasoning to predict the behaviour of simple programs</p> <p>-Use technology purposefully to create, organise, store, manipulate and retrieve digital content</p> <p>-Recognise common uses of information technology beyond school</p>	<p>-Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions</p> <p>-Use logical reasoning to predict the behaviour of simple programs</p> <p>-Use technology purposefully to create, organise, store, manipulate and retrieve digital content</p> <p>-Recognise common uses of information technology</p>	<p>-Use technology purposefully to create, organise, store, manipulate and retrieve digital content</p> <p>-Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies</p>	<p>-Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions</p> <p>-Use logical reasoning to predict the behaviour of simple programs</p>	<p>-Create and debug simple programs</p> <p>-Use logical reasoning to predict the behaviour of simple programs</p> <p>-Use technology purposefully to create, organise, store, manipulate and retrieve digital content</p>

			beyond school concerns about content or contact on the internet or other online technologies			
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