

Year 2 Topic Long term Plan



TERM 1- Castle

DT-

- use the basic principles of a healthy and varied diet to prepare dishes
- explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.

ART-

to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space

GEOGRAPHY-

- 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

HISTORY-

- History events beyond living memory that are significant beyond living memory
- Significant historical events and places



TERM 2- Message in a bottle

ART-

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.

Geographical skills and fieldwork

- 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 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

HISTORY-

significant historical events, people and places in their own locality.

DT –

- design purposeful, functional, appealing products for themselves and other users based on design criteria
- select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics



Term 3: The Quest

ART-

- 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. (Computer generated)
- to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
- to use sculpture to develop and share their ideas, experiences and imagination

DT-

- select from a range of tools.
- evaluate their ideas and products against design criteria (mask)

GEOGRAPHY-

- 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
- **HISTORY-**
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- Neil Armstrong



Term 4: In a dark, dark night

ART-

to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination

DT-

- generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology
- explore and evaluate a range of existing products

HISTORY-

the lives of significant individuals in the past who have contributed to national and international achievements.

GEOGRAPHY-

- 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

Term 5: Plop!



GEOGRAPHY-

use basic geographical vocabulary to refer to:

- 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
- use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment.

Locational knowledge

- 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

HISTORY-

the lives of significant individuals in the past who have contributed to national and international achievements
Historic events e.g. floods – changes.

ART-

to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space

DT-

build structures, exploring how they can be made stronger, stiffer and more stable

Term 6 Smugglers

ART-

to develop a wide range of art and design techniques in using colour

GEOGRAPHY-

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

DT –

select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]

HISTORY-

changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life

We have an order of topics for the year. These do change depending on the pupil's interest and events during particular years but any changes ensure coverage over the year.