

# Millfields First School - Long Term Planning 2015-2016

## KS1 – Year 2

	<b>Autumn</b>	<b>Spring</b>	<b>Summer</b>
<b>Topic – 1</b>	Where do I live?	Around the world - Africa	Circle of life
<b>Topic – 2</b>	Remember you're a Womble!	How does your garden grow?	Animal watch!
<b>Trips, visitors and planned projects</b>	Shakespeare's Birthplace Harvest Christmas Faith week	Easter Millfields art gallery Visit around Africa Gardener visit	Visit about animals/Animal Man
<b>Maths</b>	<p>NUMBER Use place value Count in 2s, 3s, 5s and 10s Identify, represent and estimate numbers Compare and order numbers Write numbers to 100</p> <p>ADDITION AND SUBTRACTION Add three single digits Add a two digit number</p> <p>MULTIPLICATION AND DIVISION Use x and ÷ symbols Know 2, 5 and 10 x table</p> <p>FRACTIONS Find and write simple fractions</p> <p>GEOMETRY AND MEASURES Know and use standard measures Read scales to nearest unit Identify and sort 2D and 3D shapes Use terminology of position and movement</p>	<p>NUMBER Use place value Count in 2s, 3s, 5s and 10s Identify, represent and estimate numbers Compare and order numbers Write numbers to 100</p> <p>ADDITION AND SUBTRACTION Add three single digits Add a two digit number</p> <p>MULTIPLICATION AND DIVISION Use x and ÷ symbols Know 2, 5 and 10 x table Recognise communitive property of multiplication</p> <p>MEASUREMENT Tell time to the nearest 5 minutes Use symbols £ and p Add/subtract simple sums of money</p> <p>FRACTIONS Find simple fractions Equivalent fractions Counting on in fractional steps</p> <p>DATA Interpret tables and pictograms Ask and answer comparison question Ask and answer questions about totalling</p>	<p>NUMBER Use place value Count in 2s, 3s, 5s and 10s Identify, represent and estimate numbers Compare and order numbers Write numbers to 100</p> <p>ADDITION AND SUBTRACTION Add three single digits Add a two digit number</p> <p>MULTIPLICATION AND DIVISION Use x and ÷ symbols Know 2, 5 and 10 x table Recognise communitive property of multiplication</p> <p>MEASUREMENT Tell time to the nearest 5 minutes Use symbols £ and p Add/subtract simple sums of money Properties of 2D and 3D shapes Identifying 2D shapes on the surface of 3D shapes</p> <p>FRACTIONS Find simple fractions Equivalent fractions Counting on in fractional steps</p> <p>DATA Interpret tables and pictograms Ask and answer comparison question Ask and answer questions about totalling</p>

<p><b>English</b></p>	<p>READING Develop phonics Read and re-read phonic-appropriate books Read common 'exception' words Discuss and express views about fiction, non-fiction and poetry Ask and answer questions Make predictions Make inferences WRITING Spell by segmenting into phonemes Spell common 'exception' words Plan ideas for writing Record ideas sentence by sentence Use appropriate sized letters and spaces GRAMMAR Use .!?, Begin to expand noun phrases SPEAKING AND LISTENING Initiate and respond to comments Use spoken language to develop understanding</p>	<p>READING Develop phonics Read and re-read phonic-appropriate books Read common 'exception' words Read common suffixes Discuss and express views about fiction, non-fiction and poetry Ask and answer questions Make predictions Make inferences Become familiar with and retell stories WRITING Spell by segmenting into phonemes Spell common 'exception' words Develop positive attitude and stamina for writing Plan ideas for writing Record ideas sentence by sentence Use appropriate sized letters and spaces GRAMMAR Use .!?, and ' Use simple conjunctions Begin to expand noun phrases SPEAKING AND LISTENING Articulate and justify answers Initiate and respond to comments Use spoken language to develop understanding</p>	<p>READING Develop phonics Read and re-read phonic-appropriate books Read common 'exception' words Read common suffixes Discuss and express views about fiction, non-fiction and poetry Ask and answer questions Make predictions Make inferences Become familiar with and retell stories WRITING Spell by segmenting into phonemes Spell common 'exception' words Spell using common suffixes Develop positive attitude and stamina for writing Plan ideas for writing Record ideas sentence by sentence Use appropriate sized letters and spaces Make simple additions and changes after proof reading GRAMMAR Use .!?, and ' Use simple conjunctions Begin to expand noun phrases Use some features of standard English SPEAKING AND LISTENING Articulate and justify answers Initiate and respond to comments Use spoken language to develop understanding</p>
<p><b>Science</b></p>	<p>Identify and compare uses of different materials Identify which materials can change shape</p>	<p>Growing plants (water, light, warmth) Compare things moving on different surfaces</p>	<p>Differentiate living and non-living Basic needs of animals and offspring Simple food chains and habitats Observe and name a variety of sound sources Recognise that sound gets fainter with distance</p>
<p><b>Computing</b></p>	<p>Organise, store, retrieve and manipulate data Communicate online safely and respectfully Recognise uses of IT outside of school</p>	<p>Understand use of algorithms Write and test simple programs Use local reasoning to make predictions Communicate online safely and respectfully</p>	<p>Organise, store, retrieve and manipulate data Understand use of algorithms Write and test simple programs Use local reasoning to make predictions Communicate online safely and respectfully</p>
<p><b>History</b></p>	<p>Lives of significant historical figures, including comparison of those from</p>	<p>Key events – Easter</p>	<p>Changes in living memory</p>

	different time periods Significant local people		
<b>Geography</b>	Name and locate continents and oceans	Compare local area to a non-European country Use basic vocabulary to describe a less familiar area Use aerial images and other models to create simple plans and maps using symbols	Use simple fieldwork and observational skills to study the immediate environment
<b>PE</b>	Master basic movement e.g. running, jumping, throwing, catching, balance, agility and co-ordination Participate in team games	Master basic movement e.g. running, jumping, throwing, catching, balance, agility and co-ordination Perform dances using simple movement Participate in team games	Master basic movement e.g. running, jumping, throwing, catching, balance, agility and co-ordination Participate in team games
<b>Art and Design</b>	Use a range of materials	Use drawing, painting and sculpture Develop techniques of colour, pattern, texture, line, shape, form and space Learn about a range of artists, craftsmen and designers	Use a range of materials Use drawing, painting and sculpture Develop techniques of colour, pattern, texture, line, shape, form and space Learn about a range of artists, craftsmen and designers
<b>Design and Technology</b>	Design purposeful, functional and appealing products Generate, model and communicate ideas Use a range of tools and materials to complete practical tasks Evaluate own ideas	Understand where food comes from	Build and improve structure and mechanisms
<b>RE</b>	Faith Week – Christianity (Why should we care for others and the environment?)	Christianity – The story of Easter	Understanding the faiths of others
<b>Music</b>	Play tuned and untuned instruments to develop pulse and rhythmic patterns Singing – using different voices, sounds, pulses and rhythms Make music and perform together and in groups Listen and understand live and recorded music <b>Throughout the year the children will have a number of opportunities to perform in Church.</b> <b>Supported by visiting music expert.</b>		
<b>PSCHE P4C</b>	Making new relationships Firework safety	Rules and responsibilities Taking care of others	Growing and changing