SHARE MAT Year Group 2 Long Term Plan

Reading	Half-term 1	Half-term 2	Half-term 3	Half-term 4	Half-term 5	Half-term 6
	<u>Little Wandle Fluency</u> <u>Overview</u>	<u>Little Wandle Fluency</u> <u>Overview</u>	<u>Little Wandle Fluency</u> <u>Overview</u>	<u>Little Wandle Fluency</u> <u>Overview</u>	<u>Little Wandle Fluency</u> <u>Overview</u>	<u>Little Wandle Fluency</u> <u>Overview</u>
	Year 2 Reading Skills Progression Grandad's Island Magic Porridge Pot	on Gruffalo Gorilla	The Summer my Father was Ten The Stinky Cheese Man	The Day the Crayons Quit 3 Little Wolves and the Big Bad Pig	Peter Rabbit Elves and the Shoemaker	Where the Wild Things Are
Writing	Half-term 1	Half-term 2	Half-term 3	Half-term 4	Half-term 5	Half-term 6
	Througho	out the year, children will be taught	I transcription appropriate to their on of skills ing Overview	r group. See year group overview	documents.	
	Fiction: Sci-fi Non-fiction: Recount	+ creative writing opportunities linked to events happening in school or the wider world	Fiction: Historical Non-fiction: Explanation	Poetry: Opportunities to write poetry Non-fiction: Persuasive	Fiction: Myths and Legends Non-fiction: Opportunities to write a previously taught genre	Opportunities to write previously taught genre + creative writing opportunities linked to events happening in school or the wider world
Maths	Half-term 1	Half-term 2	Half-term 3	Half-term 4	Half-term 5	Half-term 6
	Number: Place Value (4 weeks Number: Addition and Subtrac Geometry: Shape (3 weeks)		Measurement: Money (2 weeks Number: Multiplication and Div Measurement: Length and Heig Measurement: Mass, Capacity a	ision (5 weeks) ht (2 weeks)	Number: Fractions (3 weeks) Measurement: Time (3 weeks) Statistics (2 weeks) Geometry: Position and Direction Consolidation (2 weeks)	on (2 weeks)
Science	Half-term 1	Half-term 2	Half-term 3	Half-term 4	Half-term 5	Half-term 6
	Habitats	Microhabitats	Uses of Everday Materials	Lifecycles and Health	Plant Growth	Making Connections
Computing	Half-term 1	Half-term 2	Half-term 3	Half-term 4	Half-term 5	Half-term 6
		Programming – algorithms and debugging	Data handling – Internation Space Station	onal Programming – ScratchJr	Online safety	



History	Half-term 1	Half-term 2	Half-term 3	Half-term 4	Half-term 5	Half-term 6
	How was school different in the past?		How did we learn to fly?		What is a monarch?	
Geography	Half-term 1	Half-term 2	Half-term 3	Half-term 4	Half-term 5	Half-term 6
	Would you prefer to live in a hot or cold place?		Why is our world wonderful?		What is it like to live by the coast?	
Art and Design	Half-term 1	Half-term 2	Half-term 3	Half-term 4	Half-term 5	Half-term 6
	Drawing: Tell a Story	Painting and Mixed Media: Life in Colour		Sculpture and 3D: Clay Houses		Craft and Design: Map it Out
Design Technology	Half-term 1	Half-term 2	Half-term 3	Half-term 4	Half-term 5	Half-term 6
	Mechanisms – Fairground Wheel	Cooking and Nutrition – Balanced Diet	Mechanisms – Moving Monsters	Structures – Baby Bear's Chair	Textiles – Pouches	

PE	Half-term 1	Half-term 2	Half-term 3	Half-term 4	Half-term 5	Half-term 6
	Fundamentals Team Building	Fitness Sending and Receiving	Gymnastics Invasion Games	Ball Skills Net and Wall Games	Dance Striking and Fielding Games	Athletics Target Games
MFL	Half-term 1	Half-term 2	Half-term 3	Half-term 4	Half-term 5	Half-term 6

RE	Half-term 1	Half-term 2	Half-term 3	Half-term 4	Half-term 5	Half-term 6
	Why do we need to give thanks?	What do candles mean to people?	How do we know some people have a special connection to God?	What is a prophet?	How do some people talk to God?	Where do some people talk to God?

Music	Half-term 1	Half-term 2	Half-term 3	Half-term 4	Half-term 5	Half-term 6



West African Call and	Orchestral Instruments: Traditional	Musical Me	Myths and Legends
Response Song: Animals	Stories		

PD	Half-term 1	Half-term 2	Half-term 3	Half-term 4	Half-term 5	Half-term 6
	Y2 Families and relationships	Y2 Health and wellbeing	Y2 Safety and the changing body	Y2 Citizenship	Y2 Economic wellbeing	

