## Summer Medium Term Plan - Year 2

## School Driver Focus

## Summer 1 - Independent Enquirer

Summer 2 - Reflective Learner

|  | Strand | National curriculum | Expectation | Vocabulary | Knowledge |
| :---: | :---: | :---: | :---: | :---: | :---: |
|  | Working scientifically | - asking simple questions and recognising that they can be answered in different ways <br> - observing closely, using simple equipment <br> - performing simple tests <br> - identifying and classifying <br> - using their observations and ideas to suggest answers to questions <br> - gathering and recording data to help in answering questions | Ask simple scientific questions Use simple equipment to make close observations Carry out simple tests Identify and classify things Using my tests and observations to suggest what I have found out Gather, record and use data to answer questions | Previous vocab plus observe changes over time, notice patterns, secondary sources, hand lenses, egg timers, identify, classify, data. |  |
| $\begin{aligned} & \text { U } \\ & \text { C } \\ & \text { U } \\ & \text { U } \end{aligned}$ | Living things and their habitats | - explore and compare the differences between things that are living, dead, and things that have never been alive <br> - 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 <br> - identify and name a variety of plants and animals in their habitats, including microhabitats <br> - describe how animals obtain their food from plants and other animals, using the idea of a simple |  | Living, dead, never been alive, names of local habitats, land, woodland, meadow, name micro habitats, under log, stony path, under bushes, suited, basic needs, depend, food, food chain, shelter. |  |

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|  |  | food chain, and identify and name different sources of food |  |  |  |
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|  | Plants | - observe and describe how seeds and bulbs grow into mature plants <br> - find out and describe how plants need water, light and a suitable temperature to grow and stay healthy |  | Seeds, bulbs, water, light, growth, healthy, shoot, seedling. |  |
|  | Strand | National curriculum | Expectation | Vocabulary | Knowledge |
|  | E Safety | use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about material on the internet or other online technologies recognise common uses of information technology beyond school | - To design a password WEAK, MEDIUM, STRONG | Choices, internet, equipment, buttons, movement, screen, mouse, images keyboard paint, technology, share, create, internet, collect, photos, organise, count |  |
|  | Technology <br> (Digital <br> Literacy) | use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about material on the internet or other online technologies | - To explain why I need to keep my password and personal information private. |  |  |

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|  |  | recognise common uses of information technology beyond school |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
|  | Computer science | Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions Create and debug simple programs Use logical reasoning to predict the behaviour of simple programs | - To begin to understand what a simple algorithm is. <br> - To, with support, attempt to debug a simple algorithm. <br> - To begin to write simple algorithms for everyday tasks. | Appropriate/inappropriate sites <br> Cyber-bullying <br> Digital footprint <br> Keyword searching Forward <br> Backward <br> Right-angle turn <br> Algorithm <br> Sequence <br> Debug <br> Predict <br> Capturing moments <br> Magnified images <br> Questions <br> Data collection <br> Graphs <br> Charts <br> Save <br> Retrieve <br> Information sources <br> Communication <br> Purposes <br> Website content <br> Paint effects <br> Templates <br> Animation <br> Documents <br> Index finger typing <br> Enter/return |  |

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|  |  |
| :--- | :--- |
|  | Use world maps, atlases and <br> globes to identify the United <br> Kingdom and its countries, as <br> well as the countries, <br> continents and oceans studied <br> at this key stage. <br> Use simple compass directions <br> (North, South, East and West) <br> and locational and directional <br> language [for example, near <br> and far; left and right], to <br> describe the location of <br> features and routes on a map <br> Geographical <br> sills and <br> fieldwork <br> 3. <br> Use aerial photographs and <br> plan perspectives to recognise <br> landmarks and basic human and <br> physical features; devise a <br> simple map; and use and <br> construct basic symbols in a <br> key. <br> Use simple fieldwork and <br> observational skills to study the <br> geography of their school and <br> its grounds and the key human |

physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather;

Geographical Enquiry

- To encourage children to ask simple geographical questions; Where is it? What's it like?
- To make appropriate
observations about why things happen.
- To make simple comparisons between features of different places.
- To conduct regular fieldwork activities
- To use NF books, stories, maps, pictures/photos and internet as sources of
information.
- To make simple comparisons between features of different places.
- To conduct regular fieldwork activities
Using Maps
- To use an infant atlas to locate places.
- To follow a route on a map
- To use a plan view.


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|  |  | and physical features of its surrounding environment. | Style of Map <br> - To find land/sea on globe. <br> - To use an infant atlas Direction/Location <br> - To follow directions (as yr 1 and inc'. NSEW) <br> Drawing Maps <br> - To draw a map of a real or imaginary place. (e.g. add detail to a sketch map from aerial photograph) <br> Representation <br> - To begin to understand the need for a key. <br> - To use class agreed symbols to make a simple key. <br> Perspective <br> - To look down on objects to make a plan view map. <br> Stlye of Map <br> - To use teacher drawn base maps. <br> - To use large scale OS maps. |  |  |
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|  | Strand | National curriculum | Expectation | Vocabulary | Knowledge |
| $\begin{aligned} & \frac{\pi}{0} \\ & \stackrel{H}{n} \\ & \underline{I} \end{aligned}$ | Chronological understanding | Pupils should develop an awareness of the past, using common words and phrases relating to the passing of time. They should know where the people and events they study fit | - To check accuracy using books/ICT. <br> - To place events on a simple timeline, adding times previously studied. | Chronological time consolidation, Sequence, Chronological Order, Recent History, Earlier, Later, Decades, Centuries Question, Artefact, Newspapers, Websites, Historians, Primary /Secondary |  |

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| :---: | :---: | :---: | :---: | :---: | :---: |
|  | Developing Ideas | KS1 pupils should be taught to use a range of materials creatively to design and make products. | Early sketch book work <br> - To plan and develop simple ideas <br> - To collect textures and patterns to inform other work | AppliqueChalksclayColouringcontrastDyeFabricFrayfringeIrregularknotMalleableMan madeMod rocknaturalOil pastelsover printingoverlapoverlaypastelpencilsPencilsplaitRegularsculptureshadesstitchsurfacestexture |  |
|  | Painting | KS1 pupils should be taught to use painting to develop their ideas, experiences and imagination. | - To begin to control the types of marks made in a range of painting techniques e.g. layering, mixing media, and adding texture. <br> - To continue to control the types of marks made with the range of media. <br> - To use a suitable brush to produce marks appropriate to work. E.g. small brush for small marks. |  |  |
|  | Textiles | KS1 pupils should be taught to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. | Demonstrate experience in surface patterns/ textures and use them when appropriate. <br> - To investigate textures and produce an expanding range of patterns. <br> - To use line and tone in different media to consider shape, shade, pattern and texture. <br> - To use natural materials to consider pattern and texture |  |  |

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|  | Responding to art | KS1 pupils should be taught about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, making links to their own work. | (e.g. stones, leaves, feathers, sticks, grasses, shells) <br> - To continue to explore the work of a range of artists, craft makers and designers, making comparisons and describing the differences and similarities and making links to their own work. <br> - To express thoughts and feelings about a piece of art. <br> - To reflect and explain the successes and challenges in a piece of art created. <br> - To explain how a piece of art makes them feel - link to emotions. Identify changes they might make or how their work could be developed further |  tint <br>  Tools |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
|  | Strand | National curriculum | Expectation | Vocabulary | Knowledge |
| $\underset{\alpha}{\boldsymbol{a}}$ | Athletics | Pupils should develop fundamental movement skills before becoming increasingly competent and confident. They should access a broad range of opportunities to extend their agility, balance and coordination, individually and | Health and fitness <br> - To recognise and describe how the body feels during and after different physical activities <br> - To explain what they need to stay healthy. <br> Running | Balance <br> Direction <br> Distance <br> Hurdle <br> Obstacle <br> Power <br> Relaxed <br> Relay |  |

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with others. They should be able to engage in competitive and co-operative physical activities, in a range of increasingly challenging situations. Pupils should be taught to:
. Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities. Participate in team games, developing simple tactics for attacking and defending.

- To run at different paces,
describing the different paces.
- To use a variety of different stride lengths.
- To travel at different speeds.
- To begin to select the most suitable pace and speed for distance.
- To vary the speed and direction in which they are travelling.
- To run with basic techniques following a curved line.
- To be able to maintain and control a run over different distances.
Jumping
- To perform and compare different types of jumps.
- To combine different jumps together with some fluency and control.
- To jump for distance from a standing position with accuracy and control.
- To investigate the best jumps to cover different distances.
- To choose the most appropriate jumps to cover different distances.

Speed
Swing

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Pupils should develop
fundamental movement skills, become increasingly competent and confident and access a broad range of opportunities to extend their agility, balance and coordination, individually and with others. They should be able to engage in competitive

Throwing

- To throw different types of equipment in different ways, for accuracy and distance.
- To throw with accuracy at targets of different heights.
- To investigate ways to alter their throwing technique to achieve greater distance.
Compete/Perform
- To perform learnt skills with increasing control.
- To compete against self and others.
Evaluate
- To watch and describe performances and use what they see to improve their own performances.
- To talk about differences between their work and that of others.
Health and fitness
- To recognise and describe
how the body feels during and after different physical activities.
- To explain what they need to stay healthy. Striking and hitting a ball

Accurac
Aim
Balance
Base
Co-ordination
Crab
Guide
Movement

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|  |  | (both against self and against others) and co-operative physical activities, in a range of increasingly challenging situations. Pupils should be taught to: <br> - master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities; <br> - participate in team games, developing simple tactics for attacking and defending; <br> - perform dances using simple movement patterns. | - To strike or hit a ball with increasing control. <br> - To learn skills for playing striking and fielding games. <br> - To position the body to strike a ball. <br> Throwing and catching a ball <br> - To throw, catch and bounce a ball with a partner. <br> - To use throwing and catching skills in a game. <br> - To throw a ball for distance. <br> - To use hand-eye coordination to control a ball. Vary types of throw used. <br> Using Space <br> - To begin to choose and use the best space in a game. <br> Tactics and Rules <br> - To understand the importance of rules in games. <br> - To use at least one technique to attack or defend to play a game successfully. Compete/Perform <br> - To perform learnt skills with increasing control. <br> - To compete against self and others <br> Evaluate | Pattern <br> Rotate <br> Skittles <br> Target <br> Timing <br> Tuck <br> Twist and turn <br> Bounce <br> Circuit <br> Cushion <br> Overarm throw <br> Sideways <br> Underarm |
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|  |  |  | - To watch and describe performances, and use what they see to improve their own performance. <br> - To talk about the differences between their work and that of others. |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
|  | Strand | National curriculum | Expectation | Vocabulary | Knowledge |
| $\frac{.4}{\sqrt[n]{2}}$ | Singing | Use their voices expressively and creatively by singing songs and speaking chants and rhymes; | - To sing songs regularly with a pitch range of do-so with increasing vocal control. <br> - To sing songs with a small pitch range, pitching accurately. <br> - To know the meaning of dynamics (loud/quiet) and tempo (fast/slow) and be ableto demonstrate these when singing by responding to (a) the leader's directions and (b) visual symbols (e.g. crescendo, decrescendo, pause). | - Acoustic, layering, soundmakers, accompaniment, musical, elements, structure, body, percussion, notation, tempo,call and response, ostinato, texture, chord, phrase, timbre, drone, pitch [high/ low sounds], tuned percussion, duration, movement [of sound], untuned percussion, dynamics [volume], playing, methods, xylophone, free/arrhythmic, pulse and beat, produce, improvisation, score, sound, quality | $\bullet$ |
|  | Listening | Listen with concentration and understanding to a range of high-quality live and recorded music; | - To develop shared knowledge and understanding of the stories, origins, traditions, history and social context of the |  | - |

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- To mark the beat of a
listening piece by tapping or clapping and recognising tempo as well as changes in tempo.
- To walk in time to the beat of a piece of music or song. Know the difference between left and right to support coordination and shared movement with others.
- To begin to group beats in twos and threes by tapping knees on the first (strongest) beat and clapping the remaining beats.
- To identify the beat groupings in familiar music that they sing regularly and listen to.
- To play a range of singing games based on the cuckoo interval matching voices accurately, supported by a leader playing the melody.
- To sing short phrases
independently within a singing game or short song.
- To respond independently to
pitch changes heard in short


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|  |  |  | melodic phrases, indicating with actions. <br> - Recognise dot notation and match it to 3-note tunes played on tuned percussion. |  |  |
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|  | Strand | National curriculum | Expectation | Vocabulary | Knowledge |
| Design Technology | Design | 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 | - To have own ideas and plan what to do next <br> - To explain what I want to do and describe how I may do it <br> - To explain purpose of product, how it will work and how it will be suitable for the user <br> - To describe design using pictures, words, models, diagrams, begin to use ICT <br> - To design products for myself and others following design criteria <br> - To choose best tools and materials, and explain choices <br> - To use knowledge of existing products to produce ideas. | Vehicle, wheel axle, axle holder, chassis, body, cab, assembling, cutting, joining, shaping, finishing, fixed, free, moving, mechanism names of tools, equipment and materials used <br> Investigating, planning, design, make, evaluate, user, purpose, ideas, design, criteria, product, function <br> I think...... because...... <br> I prefer.....because....... My partner thinks............ <br> I agree/disagree because...... <br> It / This is.....and... <br> This has... and ... <br> The......is......and... <br> They are.....and.... <br> I feel...because... <br> This is a big, round, red, beach ball |  |
|  | Make | - To select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] | - To explain what I am making and why it fits the purpose *make suggestions as to what I need to do next. <br> - To join materials/components |  |  |

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| $\begin{gathered} \text { ய } \\ \text { ( } \end{gathered}$ | Health and Wellbeing | Pupils will be taught: <br> 1. What is meant by a healthy lifestyle? <br> 2. How to maintain physical, mental and emotional health and wellbeing. <br> 3. How to manage risks to physical and emotional health and wellbeing. <br> 4. Ways of keeping physically and emotionally safe. <br> 5. about managing change, including puberty, transition and loss. <br> 6. How to make informed choices about health and wellbeing and to recognise sources of help with this. <br> 7. How to respond in an emergency. <br> 8. To identify different influences on health and wellbeing. | Responsibility - Who's at Fault? <br> - To learn to take responsibility for their own actions <br> - To recognise how their behaviour and that of others may influence people both positively and negatively To listen to, reflect on and respect other people's views and feelings <br> Emotions - Mood swings <br> - To learn about a range of different feelings and emotions [i] <br> To recognise, name and manage their feelings in a positive way Love - Three Little Words <br> - To learn about the importance of love [ivep <br> To recognise, name and deal with their feelings in a positive way <br> Sadness - How to Cope <br> - To understand and be aware of the different ways to show sadness | relationships • consideration <br> - sensitivity • rules • apply <br> $\bullet$ difference • right • wrong <br> - common goals • community <br> - reflect • share • opinions <br> - identify • different • relationships <br> - strengths • weak-nesses <br> - real-life • set goals • prioritise <br> $\bullet$ choices $\bullet$ healthy eating • health <br> - substances • manage • risk <br> - personal hygiene • differences <br> - choices • improve • health <br> - physical activity • beneficial <br> - regular • activity • physical <br> changes • recognise $\bullet$ fair $\bullet$ unfair <br> - reflect • respect • views • money <br> - relationships • influence <br> - positively • negatively <br> - collaborate • responsible <br> - recognise • spending money <br> - common goals • contribute <br> - enterprise • afford • choices |  |

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- To understand the
importance of managing
money carefully
To understand that we cannot
always afford the items we
want to buy
Choices - This or That?
- To understand the
importance of choices and
spending money wisely
Enterprise - Dragon's `Den
- To gain a basic
understanding of enterprise
To contribute to enterprise
activities

