



Year 2 2026- 2027 Long Term Overview

	Autumn A (7)+2		Autumn B (7)	Spring A (7)	Spring B (5)	Summer A (6)	Summer B (6)+3
Topic Title	What makes us happy and healthy?			What can we learn from events in the past?		How can we look after our environment and community?	
Learning Behaviour	Diversity	Perseverance		Resilience	Flexibility	Making links and connections	Collaboration
Enrichment						Trip to Chester Zoo	
S+L opps	Listen and respond Give well- structured descriptions (fieldwork)			Participate in performances (poetry) Consider and evaluate view points	Give well- structured descriptions and narratives. Build vocabulary	Give well- structured descriptions and narratives (zoo) Build vocabulary	Participate in performances (poetry)
Text	Troll Swap by Leigh Hodgkinson Trolls go home by Alan MacDonald	The Owl and the Pussycat by Edward Lear The Christmas Pine by Julia Donaldson		Dragon Machine by Helen Ward The Dragonsitter series by Josh Lacey	Major Glad, Major Dizzy by Jan Oke Naughty Amelia Jane by Enid Blyton	The Last Wolf by Mini Grey Fantastic Mr.Fox by Roald Dahl	Grandad's Secret Giant by David Litchfield The BFG by Roald Dahl
English Pathways to Write	Outcome- Fiction: story with focus on characters Greater Depth: Story about two independently invented contrasting characters who swap places	Outcome- To make and present a Christmas Pine poem. To write the first two verses of a new poem based on The Owl and the Pussycat Greater Depth: To write additional verses of a new poem based on The Owl and the Pussycat		Outcome- Fiction: story with adventure focus Extension: Instructions Greater Depth: Story written in 1st person	Outcome- Recount: diary entry from point of view of a toy Greater Depth: Recount: diary entry from point of view of one of the children	Outcome- Letter: letter in role as the character persuading to save the trees Greater Depth: Real life letter to specific audience e.g. local MP	Outcome- Fiction: story with moral focus Greater Depth: Story from the point of view of the giant
Maths White Rose Maths	Place Value (4 weeks) Addition and subtraction (5 weeks) Shape (3 weeks)			Money (2 weeks) Multiplication and division (5 weeks) Fractions (3 weeks) Mass, capacity and temperature (2 weeks)		Mass, capacity and temperature (1 weeks) Length and height (2 weeks) Time (3 weeks) Statistics (2 weeks)	

			Position and Direction (2 weeks) Consolidation (2 weeks)			
Science Switched on Science- Rising Stars	Plants – pupils should use the local environment throughout the year to observe how different plants grow					
	Healthy Me- Animals including humans Humans have offspring which grow into adults	Local Environment- Basic needs of animals Animals and offspring	Materials Monster – what can we use to build our machine? Compare suitability of materials	How can solid objects be changed by squashing, bending, twisting and stretching	Young Gardeners- Plants (trees) – how plants need water, light and a suitable temperature to grow and stay healthy	Little Master Chefs- Working Scientifically -Link to kapow unit in DT, creating a healthy wrap
Computing Teach Computing	Computing systems and networks – IT around us How is IT being used for good in our lives? With an initial focus on IT in the home, learners explore how IT benefits society in places such as shops, libraries, and hospitals. Whilst discussing the responsible use of technology, and how to make smart choices when using it.	Creating media – Digital photography Learners will learn to recognise that different devices can be used to capture photographs and will gain experience capturing, editing, and improving photos. Finally, they will use this knowledge to recognise that images they see may not be real.	Programming A – Robot algorithms Learners’ develop an understanding of instructions in sequences and the use of logical reasoning to predict outcomes. Learners will use given commands in different orders to investigate how the order affects the outcome.	Data and information – Pictograms Learners will begin to understand what data means and how this can be collected in the form of a tally chart. They will learn the term ‘attribute’ and use this to help them organise data. They will then progress onto presenting data in the form of pictograms and finally block diagrams.	Creating media - Digital music Learners will explore how music can make them think and feel. They will make patterns and use those patterns to make music with both percussion instruments and digital tools. They will also create different rhythms and tunes, using the movement of animals for inspiration.	Programming B - programming quizzes Learners begin to understand that sequences of commands have an outcome and make predictions based on their learning. They use and modify designs to create their own quiz questions in ScratchJr and realise these designs in ScratchJr using blocks of code.
History		What do we remember in November? Main focus	In depth study of Great fire of London. Link to revision unit. 1666	Discuss the timeline in Major Glad, which shows the chronology of events from gun powder plot and forwards in chronology. Significant historical events, people and places in their own locality		

		Events beyond living memory – Gunpowder plot 1605/ link with Bonfire night 5th – Bonfire night 11th November – why do we wear poppies – one lesson on this only.		Which people have been influential? When did Ellesmere Port start – in between great fire of London and WW1 Famous people – Telford and Jessop the opening of the Canal and a little touch on woodlands	
Geography	1)RECAP World's seven continents and 5 oceans from Y1 1) Introduce the 4 capital cities of the four countries and 4 sounding seas - Physical features: beach, cliff, coast, forest, hill, sea, ocean, valley	Birds eye view – link to maps and globes (links to English book about owls having a Birdseye view) Remind them again of Four countries and capitals in the UK and surrounding seas but this time have a huge focus on maps looking at their features again – understanding/drawing maps. Physical features: beach, cliff, coast, forest, hill, sea, ocean, valley			Compare a small area of the UK with a small area in a contrasting non-European country Compare Pointe a Pierre (Trinidad) to Elton (revisiting y1 hot and cold place of the world) Human and physical geography of local area Complete this unit about Elton and the Northwest in detail. Physical features: forest, hill, vegetation, soil, river Human features: city, town, village, factory, farm, house, office, port, harbour, shop
Art Kapow	Drawing: Understanding tone and texture Exploring how artists use tone and texture, and applying these	Painting and mixed media: Colour mixing Exploring primary and secondary colours, colour mixing techniques and	Printing and Media: Life in Colour Investigating collage techniques		

	techniques in observational drawings.	applying these skills in a two-stage painting inspired by artists.	through the work of Romare Bearden, focusing on colour mixing and creating texture using different tools.			
DT Kapow				Structures: Baby Bear's chair Explore stability and methods to strengthen structures, to understand Baby Bear's chair weaknesses and develop an improved solution for him to use.	Mechanisms: Making a moving monster Explore levers, linkages and pivots through existing products and experimentation, use this research to construct and assemble a moving monster.	Cooking and nutrition: Balanced diet Our refreshed Y2 cooking and nutrition unit including opportunities for children to learn about the importance of a balanced diet and use that knowledge to create a tasty wrap.
RE C.W.A.C. Judaism	What do Jews believe about God?	How do Jews show faith through practices and celebrations?	Why is the Bible a special book for Christians?	Who was Jesus, why did he teach through stories and why is he important to Christians today? (Includes Easter)	What do Humanists think a good life is about?	Life Stages
PE Complete P.E.	<u>Ball skills</u> – hands <u>Ball skills</u> - feet	<u>Locomotion - Jumping</u> <u>Health and Wellbeing</u>	<u>Dance</u> – Explorers <u>Gymnastics</u> - Linking	<u>Dance</u> – Water <u>Gymnastics</u> – pathways	<u>Athletics</u> – sports day practice <u>Attacking and defending – games for understanding</u>	<u>Team building</u> <u>Ball skills</u> – hands part 2

Music Kapow	Call and response song (Theme: Animals) Using instruments to represent animals, copying rhythms and creating call and response rhythms.	Instruments (Theme: Musical storytelling) Learn how events, actions and feelings within stories can be represented by pitch, dynamics and tempo.	Singing (Theme: On this island) Learning folk songs and creating sounds to represent three contrasting landscapes: seaside, countryside and city.	Contrasting Dynamics (Theme: Space) Developing knowledge and understanding of dynamics using instruments; learning to compose and play rhythms to represent planets.	Structure (Theme: Myths and legends) Developing an understanding of structure by exploring and ordering rhythms.	Pitch (Theme: Musical Me) Exploring the song 'Once a Man Fell in a Well', playing it using tuned percussion and reading simple symbols representing pitch.
My Happy Mind	Meet your brain myHappybody • Healthy Choices • Safe choices • Changing and growing		Celebrate and appreciate myHappyrelationships • Families and trusted relationships • Friendships and showing respect • Safe relationships		Relate and engage myHappyWorld • Protecting our communities • Online Safety • Economic wellbeing	