Burton End Primary Academy

Year 2 Long Term Sequence 2023 – 2024

Autumn 2023	Spring 2024	Summer 2024
CUSP Reading • **Grandad's Island** Block 1 • **Aesop's Fables** - The Goose that laid the Golden Eggs Block 2 • **Mrs Noah's Pockets** Block 3 • **Paddington** Blocks 4, 5 • **The Christmas Pine** - Julia Donaldson Block 6	• **The Quangle Wangle's Hat** - Edward Lear Block 7 • **Coming to England** Block 8 • **The Street Beneath My Feet** Block 9 • **Rhythm of the Rain** Blocks 10, 11 • **Little People Big Dreams** Block 12	• **Fantastically Great Women Who Changed the World** Blocks 13, 14 • **Aesop's Fables** – The Sun and The Wind Block 15 • **Fantastic Mr Fox** Blocks 16, 17, 18
CUSP Writing Introduce = green (Block A) Revisit = orange (Block B) Strong Start Sentence Composition (optional) • Character descriptions A • Poems developing vocabulary A • Simple retelling of a narrative A • Formal invitations A • Stories from other cultures A	• Poetry on a theme (humorous) A • Non-chronological reports A • Formal invitations B • Stories from other cultures B • Recount from personal experience A	• Non-chronological reports B • Simple retelling of a narrative B • Recount from personal experience B • Poems developing vocabulary B (Enrichment) • Character description B • Poetry on a theme (humorous / poems about change) B (Enrichment)
Maths - Unit 1 – Numbers within 100 - Unit 2 – Addition and subtraction of 2 digit numbers - Unit 3 – Addition and subtraction word problems - Unit 5 – Graphs - Unit 4 - Measuring lengths - Unit 6 – Multiplication and division - Unit 7 - Time	- Unit 10 – Money - Unit 9 – Adding and subtracting two-digit numbers - Unit 11 – Shapes - Unit 14 – Mass - Unit 12 – Numbers within 1000 - Unit 16 – Multiplication and division	- Unit 15 – Exploring calculations - Unit 13 – Capacity and volume - Revision and recap
CUSP Science • Living things and their habitats • Animals, including humans	• Uses of everyday materials • Revisit Living things and their habitats / materials	• Plants • Revisit Living things and their habitats / Animals, including humans
CUSP Art and Design • Drawing Block A • Painting Block B	• Printmaking Block C • Textiles and collage Block D	• 3D Block E • Creative Response Block F
Computing (KAPOW) - Algorithms and debugging - Scratch Jnr	- Scratch Jnr - Word processing -	- Word processing - International space station - Online safety -
CUSP Design and Technology • Textiles Block A • Food and Nutrition Block B *Sci Living things*	• Mechanisms Block C • Materials Block D *Sci Use of Everyday materials*	• Food and Nutrition Block E • Structures Block F
CUSP Geography • Human and Physical features • Compare a small part of the UK to a non-European location – London and Nairobi	• Compare a small part of the UK to a non-European location – London and Nairobi • Fieldwork and map skills	• Fieldwork and map skills • Compare a different non-European location to our locality - Amazon Rainforest
CUSP History • Events beyond living memory	• Significant historical events, people, places in our locality	• Significant historical events, people, places in our locality • Revisit – Events beyond living memory
CUSP Music - Tuned and untuned percussion **Untuned percussion** • Block A - Untuned focus: Experimenting with sounds 2 • Block A - Representing sounds pictorially **Singing** • Block B - Singing focus: Being together in music 2 • Block B - Control the voice – sing as a choir	Music **Untuned percussion** • Block C - Untuned focus: Introducing rhythm and pulse 2 • Block C - Compose short patterns **Singing** • Block D - Singing focus: Introducing pitch 2 • Block D - Control and describe pitch	Music **Untuned percussion** • Block E- Tuned focus: Introducing tempo and dynamic 2 • Block E - Control and describe tempo and dynamic **Singing** • Block F - Singing focus: Exploring emotions through music 2 • Block F - Choose sounds to create an effect
PE: PE Hub <u>Indoor</u> • Gymnastics • Dance <u>Outdoor</u> • Attack, defend, shoot • Hit, catch, run	PE: PE Hub <u>Indoor</u> • Gymnastics • Dance <u>Outdoor</u> • Run, jump throw • Send and return	PE: PE Hub <u>Outdoor</u> • Attack, defend, shoot • Send and return • Run, jump throw • Hit, catch run
PSHE: 1decision units • Tying Shoelaces • Healthy Eating • Brushing Teeth	PSHE: 1decision units • Practice Makes Perfect • Helping Someone in Need • Worry	PSHE: 1decision units • Living in Our World • Working in Our World • Is it safe to play with?

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• Bullying • Body Language	• Anger • Image Sharing • Computer Safety Documentary	• Petty Arson • Texting Whilst Driving
Discovery RE • Christianity - What did Jesus teach? • Christianity - Christmas - Jesus as gift from God	• Judaism – Passover • Islam – Prayer at home • Christianity – Easter and the Resurrection	• Judaism – The Covenant / Rites of Passage and good works • Islam – Community and belonging / Hajj

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YEAR 2 Autumn 2023				Science	
Sep 4	Geography Art	Human and physical features Drawing Block A	Cycle 1	STRONG START	**Living things and their habitats**
11	History Art	Events beyond living memory – Great Fire of London Drawing		What is alive and what is not?	
18	Computing Art	 Drawing		What do all living things have in common?	
25	Geography DT	Human and physical features Textiles Block A		Where do plants and animals live?	
Oct 2	History DT	Events beyond living memory - Great Fire of London Textiles		What plants and animals live in our local environment?	
9	Computing DT	 Textiles		What are food chains? How are they connected?	
16	Geography Art	Human and physical features Painting Block B		Why do plants and animals need each other?	
23 **30**	**Half Term**				
Nov 6	History Art	Events beyond living memory - Great Fire of London Painting	Cycle 2	REMEMBER: what is an animal?	**Animals, including humans**
13	Computing Art	 Painting		How do animals change as they mature?	
20	Geography DT	Compare a small part of the UK to a non-European location Food and Nutrition Block B		How do we change as we mature?	
27	History DT	Events beyond living memory - Great Fire of London Food and Nutrition		What do all animals need to stay alive?	
Dec 4	Computing DT	 Food and Nutrition		Keeping healthy: why do we exercise?	
11	Geog History	Optional sessions in the learning sequence where you can adapt and add what you want to teach, given the understanding and provision of the children.		Keeping healthy: why do we eat different types of food?	
18	Use these flexible blocks to enrich the curriculum. The time can be allocated to any term you choose, for example you could use it to support local mapwork, science fieldwork or museum visits. Term ends Thursday 21st December.				

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Term / week	4 September	11	18	25	2 Oct	9	16 Flexible Block	23	30	6 Nov	13	20	27	4 Dec	11	18
Science	What is alive and what is not?	What do all living things have in common?	Where do plants and animals live?	What plants and animals live in the local environment?	What are food chains? How are they connected?	Why do plants and animals need each other?				What is an animal?	How do animals change as they mature?	How do we change as we mature?	What do all animals need to stay alive?	Keeping healthy, why do we exercise?	Keeping healthy, why do we eat different types of food?	Flexi
Geography			What are human features?		What are physical features?		What features do our local area have?				Where is London and what is it like?		Where is the country of Kenya?		What are the physical and human features of Kenya?	
History				Where is London? When was the Great Fire of London?		How did the fire start? Why did it spread so quickly?						Where did the fire spread to?		How do we know about the Great Fire of London?		What effect did the fire have on London?
Computing		KAPOW Algorithms and debugging					KAPW Algorithms and debugging			KAPOW Scratch Jnr.						

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YEAR 2 Spring 2024				Science	
Jan 1 (start Wed 3/1)	Geography Art	Compare a small part of the UK to a non-European location Printmaking Block C	Cycle 3	STRONG START	**Uses of everyday materials**
8	History Art	Significant historical events, people, places in our locality. Printmaking		What are materials used for? Categorise and compare wood, metal, plastic and glass.	
15	Computing Art	Printmaking		What are materials used for? Categorise and compare ceramics, rock, paper and card, and fabric.	
22	Geography DT	Compare a small part of the UK to a non-European location Mechansims Block C		What happens when we squash, bend, twist or stretch a material?	
29	History DT	Significant historical events, people, places in our locality. Mechansims		What's the right material for the job?	
Feb 5	Computing DT	Mechansims		What's the best absorbent material?	
12	Geography Art	Compare a small part of the UK to a non-European location Textiles and collage	Cycle 4	Who invented waterproofing?	
19	**Half term**				
26	History Art	Significant historical events, people, places in our locality. Textiles and collage	Cycle 4	What is it made from?	**Revisit Living things and their habitats / materials**
Mar 4	Computing Art	Textiles and collage		Compare: what is alive, what is not alive and what has never been alive?	
11	Geography DT	Fieldwork and map skills Understanding Materials Block D		What materials do our pets have or need? Why is that?	
18	History DT	Significant historical events, people, places in our locality. Understanding Materials			
25	Computing DT	Understanding Materials			
	Easter break				

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Term / week	1 January	8	15	22	29	5 February	12	19	26	4 March	11	18	25
Science													
Geography													
History													
Computing													

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YEAR 2 Summer 2024				Science	
Apr 15	Geography Art	Fieldwork and map skills 3D Block E	Cycle 5	STRONG START	**Plants**
22	History Art	Significant historical events, people, places in our locality. 3D		How do seeds germinate and what happens?	
29	Computing Art	3D		What happens when bulbs sprout?	
May 6	Geography DT	Fieldwork and map skills Food and Nutrition		What do plants need to thrive and be healthy?	
13	History DT	Significant historical events, people, places in our locality. Food and Nutrition		What can happen if plants don't get the things they need?	
20	Computing DT	Food and Nutrition		What do I notice about plants around the school? How are they healthy? How are they unhealthy?	
27	Half Term				
Jun 3	Geography Art	Compare a different non-European location to ours – Amazon rainforest Creative Response Block F	Cycle 6	Show what you know How do seeds and bulbs grow? What do plants need to be healthy?	
10	History Art	Revisit – Events beyond living memory Creative Response			
17	Computing Art	Creative Response		How do seeds and bulbs grow?	**Revisit Living things and their habitats / Animals, including humans**
24	Geography DT	Compare a different non-European location to ours – Amazon rainforest Structures		What do I know about animals, including humans?	
Jul 1	History DT	Revisit – Events beyond living memory Structures		What do plants need to thrive and be healthy?	
8	Computing DT	Structures			
15	ENRICHMENT - Use these flexible blocks to enrich the curriculum - 19th July term ends.				

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Term / week	15 April	22	29	6 May	13	20	27	3 June	10	17	24	1 July	8	15
Science														
Geography														
History														
Computing														

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