Planned half term	Year 2	Subject focus	Memorable experience	Innovate challenge	Love to Investigate	English	Art & design	Computing	Design & technology	Geography	History	Mathematics	Music	PE	PSHE	Cornerstones
1	Street Detectives	History	Walk around the local community	Improve the local area	How do plants grow in winter?	Recounts and captions; Nursery rhymes; Instructions; Adverts; Diary writing	Famous local artists; Drawing, painting or collaging views from the local area	Photo stories; Algorithms	Selecting tools and materials; Baking; Sign making; Designing buildings	Fieldwork in the local area; Human and physical features; Using and making maps with keys; Looking at aerial images	Changes within living memory; Significant people, places and events in local area	Time; Data handling	Discrete	Keeping fit	Belonging to a community; Improving the local area	Identifying and comparing everyday materials; Identifying plants in the local area
2	Land Ahoyl	Geography	Visit a marina/boat yard/RNLI station/boating lake	Find pirate treasure	Why do boats float? Can you find the treasure?	Narrative; Information books; Descriptions; Poetry; Postcards	Observational drawing; Printing	Programming: Using presentation software	Mechanisms; Structures	Using and making maps; Location knowledge; Using and giving directions	Significant historical people - Captain James Cook, Grace Darling; Famous pirates	Mass; Position; Direction and movement	Sea shanties	Discrete	Feeling positive about themselves	Everyday materials; Working scientifically
3	Muck, Mess and Mixtures	Art & design	Messy mixtures morning	Messy art exhibition	Which stuff is stickier? How is mud made? What shape is a bubble?	Labels, lists and captions; Recipes; Poetry; Narrative; Leaflets	Printing; Food landscapes; Mixed media pictures and collages; Colour mixing; Using clay	Stop motion animation; Digital photography and presentations		Discrete	Discrete	Measurement (capacity and mass)	Discrete	Discrete	Safety around medicines and household products	Everyday materials; Working scientifically
4	Beat Band Boogiel	Music	Watch a drumming band	Join the Duke's marching band	Can water make music?	Instructions, labels and captions; Newspaper reports; Narrative; Lyrics; Invitations	Large-scale painting	Audio recording	Making percussion instrument	Making sketch maps	Discrete	Songs to recall number facts	Percussion; Listening; Improvising; Using voices	Dance	Discrete	Sound; Working scientifically
5	Wriggle and Crawl	Science	Visit a woodland, grassland, heath, fen or wetland	Minibeast life cycle animation	Do insects have a favourite colour? Do snails have noses? What is the life cycle of the ladybird? Where do snails live?	Lists and leaflets; Instructions; Reviews and information books; Poetry; Writing for different purposes	Observational drawing; Model making	Creating and debugging programs; Algorithms; Uses of ICT beyond school; Stop motion animation; Logical reasoning; Digital presentation:	Origins of food; Selecting natural materials	Fieldwork	Discrete	Symmetry	Play tuned and untuned instruments	Dance	Feeling positive	Living things and their habitats; Animals, including humans; Working scientifically
6	Beachcombers	Science	A trip to the seaside	Create a sea creature	How many arms does an octopus have? Will it degrade?	Labels, lists and captions; Tongue twisters; Narrative; Letters; Non-fiction books	Sketchbooks; 3-D modelling; Sand art; Seascapes	Web searches; Common uses of ICT; Digital presentations	Finger puppets	Coastal features	Discrete	Measures (mass)	Discrete	Discrete	Caring for the environment	Habitats; Living and non-living things; Food chains; Basic needs of animals; Working scientifically