## **Curriculum Overview for Year 2**

#### Reading

- Develop phonics until decoding secure
- Read common suffixes
- Read & re-read phonic-appropriate Spell using common suffixes, etc. books
- Read common 'exception' words
- Discuss & express views about fiction, non-fiction & poetry
- Become familiar with & retell stories
- Ask & answer questions; make predictions

• Begin to use place value (T/U)

• Identify, represent & estimate

• Compare / order numbers, inc. <> =

• Know number facts to 20 (+ related

• Recognise commutative property of

Begin to make inferences

Number/Calculation

• Know 2, 5, 10x tables

• Count in 2s, 3s, 5s & 10s

• Write numbers to 100

• Use x and ÷ symbols

multiplication

## **English**

• Spell by segmenting into phonemes • Use .!?, and '

Writing

- Learn to spell common 'exception'
  Use simple conjunctions
- Use appropriate size letters & spaces
- Develop positive attitude & stamina Speaking & Listening for writing
- Begin to plan ideas for writing
- Record ideas sentence-by-sentence Use spoken language to develop
- Make simple additions & changes after proof-reading

#### Grammar

- Begin to expand noun phrases
- Use some features of standard English
- Articulate & Justify answers
- Initiate & respond to comments
- understanding

## **Mathematics**

#### **Geometry & Measures**

- Know and use standard measures
- Read scales to nearest whole unit
- Use symbols for £ and p and add/subtract simple sums of less than £1 or in pounds
- Tell time to the nearest 5 minutes
- Identify & sort 2-d & 3-d shapes
- Identify 2-d shapes on 3-d surfaces
- Order and arrange mathematical objects
- Use terminology of position & movement

#### **Fractions**

- Find and write simple fractions
- Understand equivalence of e.g.

#### Data

- Interpret simple tables & pictograms
- Ask & answer comparison questions
- Ask & answer

2/4 = 1/2

- questions about otalling

# Use a range of materials

Art & Design (KS1)

- Use drawing, painting and sculpture
- Develop techniques of colour, pattern, texture,
- line, shape, form and space
- Learn about range of artists, craftsmen and designers

## Computing (KS1)

- Understand use of algorithms
- Write & test simple programs
  - Use logical reasoning to make predictions
- Organise, store, retrieve & manipulate data
- Communicate online safely and respectfully
- Recognise uses of IT outside of school

## **Design & Technology (KS1)**

- Design purposeful, functional & appealing products
- Generate, model & communicate ideas
- Use range of tools & materials to complete practical tasks
  - Evaluate existing products & own ideas
    - Build and improve structure & mechanisms
    - Understand where food comes from

# Geography(Y2)

- Name & locate world's continents and oceans
- Compare local area to a non-European country
- Use basic vocabulary to describe a less familiar
- Use aerial images and other models to create simple plans and maps, using symbols
- Use simple fieldwork and observational skills to study the immediate environment

# PSHE (KS1)

- Relationships
- Health and Well Being
- Living in the Wider World

# Music (KS1)

- Sing songs
- Play tuned & untuned instruments musically
  - Listen & understand live and recorded music
- Make and combine sounds musically

### **Science**

numbers

to 100)

- Differentiate living, dead and non-living
- Growing plants (water, light, warmth)
- Basic needs of animals & offspring
- Simple food chains & habitats
- Identify and compare uses of different materials
- Compare how things move on different surfaces

# History(KS1)

#### **Key Concepts**

 Changes in living memory (linked to aspects of national life where appropriate)

#### **Key Individuals**

- Lives of significant historical figures,
- including comparison of those from different periods
- Significant local people

#### **Key Events**

- eg The Great Fire of London
- Events of local importance

# **Physical**

Education(KS1)

- Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination
- Participate in team games
- Perform dances using simple movement
- Swimming proficiency at 25m (KS1 or KS2)

# **Religious**

**Education** 

Ceremonies

- Light and Dark Rules and Routines
  - Beginnings and Endings
  - Nature and God
    - Places of Worship

### **PSHE**

- Relationships
- Health and Well Being
- Living in the Wider World