Curriculum Overview for Year 2

Reading

- Develop phonics until decoding secure
- Read common suffixes
- Read & re-read phonicappropriate books
- Read common 'exception' words
- Discuss & express views about fiction, nonfiction & poetry
- Become familiar with & retell stories
- Ask & answer questions; make predictions
- Begin to make inferences

Number

English in discussion

 Participate in discussion of books, explain their understanding

Writing

- Spell by segmenting into phonemes, representing with graphemes, learn homophones
- Learn to spell common 'exception' words
- Learn possessive apostrophe e.g. the girl's book
- Spell using common suffixes, etc.
- Use appropriate size letters & spaces, develop strokes ready for joining

Vocab, Grammar & Punctuation

- Use familiar and new punctuation correctly: use . ! ? , for lists and '
- Use simple subordination (e.g. when, if) and coordination (e.g. and)
- Expand noun phrases
 - Use present and past tense correctly
 - Use some features of standard English

Art & Design (KS1)

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

Computing (KS1)

- Understand use of algorithms
 - Write & test simple programs
 - Use logical reasoning to make
 - Organise, store, retrieve & manipulate
 data
- Communicate online safely and respectfully
- · Recognise uses of IT outside of school
- E-safety week (Feb)

Spoken Language

• Develop positive attitude &

stamina for writing (for

· Record ideas sentence-by-

Make simple additions &

changes after proof-reading

Read aloud what they have

written with appropriate

range of purposes)

Begin to plan ideas for

writing

sentence

intonation

- Articulate and justify answers
- Initiate and respond to comments
- Use spoken language to develop understanding

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 the world's continents and oceans
- Compare local area to a non-European country
- Use basic geographical vocabulary to describe a less familiar area
- 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

Use commutative property of

- Recall and use 2, 5, 10x multiplication and division facts
- Recognise place value (Tens and ones)
- Count in 2s, 3s, 5s & 10s
- Identify, represent & estimate numbers, including with number line
- Compare / order number from 0-100, inc. < > =
- Read and write numbers to 100 in numerals and words
- Use place value and number facts to solve problems
- Know number facts to 20 (+ related to 100)
- Use x and ÷ and = symbols

Mathematics

- Use commutative property of multiplication and addition (able to be done in any order)
- Calculate mathematical statements, solve problems involving addition, subtraction, multiplication and division
- Apply increasing knowledge of mental and written methods (recall of addition and subtraction facts to 20 fluently, derive and use related facts to 100, up to two two-digit numbers
- Recognise and use inverse relationships between + and -

Geometry & Measures

Know and use standard measures, compare and order measures
 Read scales to nearest whole unit
 Recognise and use symbols for £ and p and find combinations
 Tell time to the nearest 5 minutes, intervals of time

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

Recognise, find, name and write simple fractions 1/3, ¼, 2/4 and ¾ of a length, shape, set of objects and quantity write simple fractions e.g. ½ of 6, recognise equivalence of 2/4 = 1/2

Statistics

Ask & answer questions about totalling and comparing

Modern Languages

Spanish through songs and stories

Black History Month

 Contemporary black figures and black role models, including local figures including e.g.

Sarah Guppy (local scientist)

Music

(Y2)

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

Science

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
- Develop investigative skills

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 e.g. Bonfire night Events of local importance

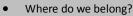
PE

 Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination

History and Geography in the news

- Participate in team games
- Perform dances using simple movement
- Improving personal bests

RE (Y2)



How do we celebrate our journey through life?

How should we live our life?