#### Curriculum Overview for Year 2

# Reading Develop phonics until decoding secure Read common suffixes 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 make inferences

Number/Calculation

•Know 2, 5, 10x tables

numbers

to 100)

Science

Chemistry

**Biology** 

•Count in 2s, 3s, 5s & 10s

•Write numbers to 100

Use x and ÷ symbols

of multiplication

Differentiate living,

dead and non-living

Begin to use place value (T/U)

•Identify, represent & estimate

Compare / order numbers, inc. < >

Recognise commutative property

Growing plants (water, light, warmth)

Identify and compare uses of different materials

Compare how things move on different surfaces

Basic needs of animals & offspring

Simple food chains & habitats

# **English**

Writing

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

- Learn to spell common 'exception'
  Use simple conjunctions
- •Read & re-read phonic-appropriate •Spell using common suffixes, etc.
  - Use appropriate size letters & spaces
  - Develop positive attitude & stamina 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

#### Speaking & Listening

- 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 •Know number facts to 20 (+ related surfaces
  - Order and arrange mathematical objects
  - •Use terminology of position & movement

#### Fractions

- •Find and write simple fractions
- Understand equivalence of e.g. 2/4 = 1/2

#### Data

- Interpret simple tables & pictograms
- Ask & answer comparison auestions
- Ask & answer question about totalling

### Modern .

### Languages

#### Not required at KS1

Art & Design (KS1)

Develop techniques of colour, pattern, texture,

Learn about range of artists, craftsmen and

Design & Technology (KS1)

• Design purposeful, functional & appealing

• Generate, model & communicate ideas

complete practical tasks

Build and improve structure & mechanisms

Understand where food comes from

Evaluate existing products & own ideas

Use range of tools & materials to

Use drawing, painting and sculpture

line, shape, form and space

· Use a range of materials

designers

products

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)

### 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

### 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
- Music (KS1)
  - Sing songs
  - Play tuned & untuned instruments musically
    - Listen & understand live and recorded music
    - Make and combine sounds musically

### Religious

### Education

Continue to follow locallyagreed syllabus for RE

# 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

#### **Kev Events**

- •e.g. Bonfire night
- Events of local importance

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