### **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. <>

Recognise commutative property

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

of multiplication

### **English**

#### Writing

- •Spell by segmenting into phonemes •Use .!?, and '
- •Learn to spell common 'exception' •Use simple conjunctions words
- •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

•Use some features of

**Speaking & Listening** 

Articulate & Justify answers

•Initiate & respond to comments

understanding

noun phrases

standard English

- Use a range of materials
- Use drawing, painting and sculpture
- Develop techniques of colour, pattern, texture, line, shape, form and space

Art & Design (KS1)

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

### **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 questions
- Ask & answer questions about totalling

### Music (KS1)

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

### Science

to 100)

numbers

#### Biology

- Differentiate living, dead and non-living
- Growing plants (water, light, warmth)
- Basic needs of animals & offspring
- •Simple food chains & habitats

### Chemistry

- •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**

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

## **Physical**

Modern

**Education** (KS1)

Languages

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

Not required at KS1

- Participate in team games
- Perform dances using simple movement
- Swimming proficiency at 25m (KS1 or KS2)

# Religious

**Education** 

Continue to follow locallyagreed syllabus for RE