

# **Curriculum Overview for Year 2**



#### Reading

- Develop phonics until decoding secure
- Read common suffixes
- Read & re-read phonic-appropriate
- 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

Count in 2s, 3s, 5s & 10s

Write numbers to 100

Use x and ÷ symbols

of multiplication

Begin to use place value (T/U)

Identify, represent & estimate

Recognise commutative property

Know 2, 5, 10x table

numbers

to 100)

#### **English**

#### Writing

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

- Use simple conjunctions
- Begin to expand noun phrases
- Use some features of standard English Speaking & Listening
- Articulate & Justify answers
- Initiate & respond to comments

# • Use a range of materials

**Art & Design** 

- 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

- 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

# **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 Compare / order numbers, inc. < > = •
  - Identify & sort 2-d & 3-d shapes
- Know number facts to 20 (+ related 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. 2/4 = 1/2 Data
- Interpret simple tables & pictograms
- Ask & answer comparison questions
- Ask & answer questions about totalling

## **Design & Technology**

- 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

- 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

### Modern

### Languages

- We will be learning a number of simple greetings in French and other world languages.
- We will be learning songs in French and other world languages.

### Music

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

### Science

#### 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**

#### **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-Huntley and Palmers' biscuit factory

#### **Key Events**

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

#### **Physical Education**

- Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination
- Participate in team games (such as football, rugby and netball)
- Perform dances using simple movement

# Religious

### Education

- Show basic knowledge and understanding of Christianity and other faiths in the world, exploring ilarities between religions.
  - KS1 will focus on Christianity and Judaism) Pupils think about how religion can make a difference to how people live their lives

#### **PHSCE**

• In PSHCE, children express themselves socially and emotionally to develop as individuals, engage with others and contribute as members of society.