Curriculum Overview for Year 2

English (Refer to English Appendix 2)

Reading

- Develop phonics until decoding secure
- Blend accurately, recognise alternative sounds for graphemes
- Read accurately words of 2+syllables
- Read common suffixes
- Read aloud & re-read phonic-appropriate books
- Read common 'exception' words
- Read quickly & accurately
- Enjoy listening/Discuss & express views about fiction, non-fiction & poetry
- Become familiar with & retell stories
- Ask & answer questions; make predictions
- Begin to make inferences

Writing

- Spell by segmenting into phonemes
- Learn to spell common 'exception' words
- Spell using common suffixes, etc
- Apply spelling rules and guidance (App1)
- Write from memory dictated sentences
- Use appropriate size letters & spaces
- Start using joins to appropriate letters
- Develop positive attitude & stamina for writing
- Begin to plan ideas for writing
- Record ideas sentence-by-sentence
- Make simple additions & changes after proof-reading
- Read aloud their writing for clarity

Grammar

- Use some features of standard English
- Begin to expand noun phrases
- Use simple conjunctions
- Use . ! ? , and '

Speaking & Listening

- Articulate & Justify answers
- Initiate & respond to comments
- Use spoken language to develop understanding

Mathematics

Number/Calculation

- Know 2, 5, 10x tables
- Use x & ÷ symbols
- Begin to use place value (T/U)
- Count in 2s, 3s, 5s from 0, 10s from any number fwd & bwd
- Identify, represent & estimate numbers, include number lines
- Compare / order numbers, inc. < > =
- Read & write to 100 in numerals & words
- Know number facts to 20 (+ related to 100)
- + - using concrete objects, pictures, mental to add 2 2 digit nos. 3 single digits
- Recognise commutative property of operations
- Solve problems using all of the above

Geometry & Measures

- Know & use standard measures
- Read scales to nearest whole unit
- Use symbols for £ & p & add/subtract sums of less than £1 or in pounds
- Solve problems, including change
- Tell time to the nearest 5 minutes/know minutes in hour, hours in day
- Compare & sequence intervals of time
- Identify & sort 2-d & 3-d shapes (objects)
- Symmetry
- Identify 2-d shapes on 3-d surfaces
- Order & arrange mathematical objects in patterns & sequences
- Use terminology of position & movement

Fractions

- Find , name, write simple fractions of length, shape, set of objects, quantity
- Understand equivalence of e.g.
- 2/4 = 1/2, ½ of 6 = 3

Data

- Interpret & construct pictograms, tally charts,block diagrams & tables
- Ask & answer questions by counting objects, sorting the categories by quantity
- Ask & answer questions about totalling & comparing

Science

Biology

- Observe & describe how seeds & bulbs grow into mature plants
- Find out & describe how plants need water, light & warmth to grow & stay healthy
- Notice animals have offspring that grow into adults
- Describe importance of exercise, healthy eating & hygiene for humans
- Basic needs of animals & offspring including humans
- Identify & name variety of plants & animals in their habitats

Chemistry

- Identify & compare uses of different materials

Physics

- Find out how shapes of solid objects can be changed by squashing, bending,twisting, stretching

History (KS1)

Key Concepts

Changes beyond living memory significant nationally or globally (Great Fire of London)

Key Events

- Events of local importance

Key Individuals

- Lives of significant historical figures, including comparison of those from different periods (Elizabeth 1 & Queen Victoria, Christopher Columbus & Neil Armstrong, William Caxton & Tim Berners Lee, Pieter Bruegel the Elder & LS Lowry, Rosa Parks & Emily Davison, Mary Seacole , Florence Nightingale & Edith Cavell)
- Significant local people

Art & Design (KS1)

- Use a range of materials
- Use drawing, painting & sculpture
- Develop techniques of colour, pattern, texture, line, shape, form & space
- Learn about range of artists, craftsmen & 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 & respectfully
- Recognise uses of IT outside of school

Design & Technology (KS1)

- Select from wide range of materials & components
- Design purposeful, functional & appealing products
- Generate, model & communicate ideas
- Use range of tools & materials
- Evaluate existing products & own ideas
- Build & improve structures
- Explore & use mechanisms
- Prepare healthy dishes
- Understand & where food comes from

Geography (Y2)

- Name & locate world's continents & oceans
- Compare local area to a non-European country
- Use basic vocabulary to describe a less familiar area
- Identify hot & cold areas in relation to equator, north & south poles
- Use aerial images & other models to create simple plans & maps, using symbols
- Use simple fieldwork & observational skills to study the immediate environment

Modern Languages

Not required at KS1

Music (KS1)

- Sing songs, speak chants & rhymes
- Play tuned & untuned instruments musically
- Listen with concentration & understand a range of live & recorded music
- Experiment with , create, select & combine sounds musically

Physical Education (KS1)

- Master basic movement, e.g. running, jumping, throwing, catching, balance, agility & co-ordination
- Participate in team games
- Perform dances using simple movement patterns

Religious Education

- What it means to be Jewish
- Passover and Easter
- How do Jews and Christians worship?
- How should we care for our world