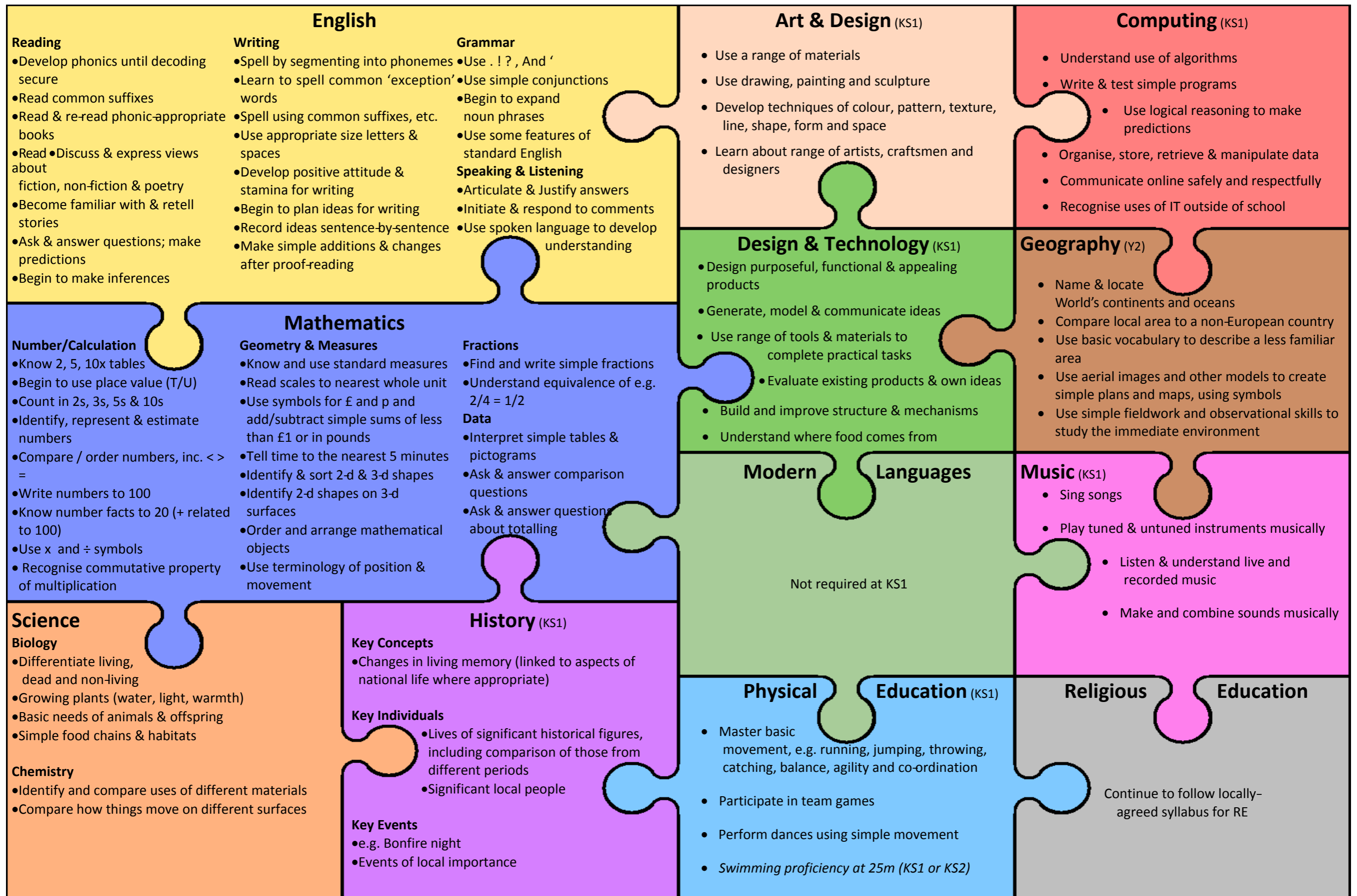


# Curriculum Overview for Year 2



## English

- Reading**
  - Develop phonics until decoding secure
  - Read common suffixes
  - Read & re-read phonic-appropriate books
  - Read & 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.
  - Use appropriate size letters & spaces
  - Develop positive attitude & stamina for writing
  - Begin to plan ideas for writing
  - Record ideas sentence-by-sentence
  - Make simple additions & changes after proof-reading
- Grammar**
  - Use . ! ? , And '
    - Use simple conjunctions
    - Begin to expand noun phrases
    - Use some features of standard English
- Speaking & Listening**
  - Articulate & Justify answers
  - Initiate & respond to comments
  - Use spoken language to develop understanding

## 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

## 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

## Mathematics

- Number/Calculation**
  - Know 2, 5, 10x tables
  - Begin to use place value (T/U)
  - Count in 2s, 3s, 5s & 10s
  - Identify, represent & estimate numbers
  - Compare / order numbers, inc. < > =
  - Write numbers to 100
  - Know number facts to 20 (+ related to 100)
  - Use x and ÷ symbols
  - Recognise commutative property of multiplication
- 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 surfaces
  - Order and arrange mathematical objects
  - Use terminology of position & movement
- Fractions**
  - Find and write simple fractions
  - Understand equivalence of e.g.  $\frac{2}{4} = \frac{1}{2}$
- Data**
  - Interpret simple tables & pictograms
  - Ask & answer comparison questions
  - Ask & answer questions about totalling

## 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 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

## 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 (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

## Modern Languages

Not required at KS1

## Music (KS1)

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

## 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)*

## Religious Education

Continue to follow locally-agreed syllabus for RE