

# Curriculum Overview for Year 2

## English

- Reading ongoing**
- Develop phonics until decoding is secure
  - Read common suffixes
  - Read and re-read phonic appropriate books
  - Read common exception words
  - Discuss and express views about fiction, non-fiction and poetry
  - Become familiar with and re-tell stories
  - Ask and answer questions; make predictions. Begin to make inferences
- Writing ongoing**
- Spell by segmenting into phonemes
  - Learn to spell common exception words
  - Spell using common suffixes
  - Use appropriate size letter and spaces
  - Develop positive attitude and stamina for writing
  - Record ideas sentence by sentence
  - Proof-read work
- Grammar ongoing**
- Use . ? ! , and '
    - Use simple conjunctions
    - Begin to expand noun phrases
    - Use some features of standard English
- Speaking and Listening**
- Articulate and justify answers
  - Initiate and respond to comments
  - Use spoken language to develop understanding.

## Art & Design

- Use a wide range of techniques such as different textures, form, lines, tones, colours, space and shapes.
- To use drawing, painting, sculpture, printing to develop and share their ideas, experiences and imagination.
- Study great artists own work.
- Design and evaluate own work.

## Computing

- Use technology safely and respectfully
- Organise, store, retrieve and manipulate digital content.
- Recognising use of IT outside of school
- Use logical reasoning to make predictions
- Create and de-bug simple programmes independently.

## Mathematics

- Number/Calculation**
- Know 2, 5, 10x tables
  - Begin to use place value (T/U)
  - Count in 2s, 3s, 5s and 10s
  - Identify, represent and estimate numbers
  - Compare/order numbers
  - Write numbers to 100
  - Know number facts to 20 (+ related to 100)
  - Use x and ÷ symbols
  - Recognise commutative property of multiplication
- Geometry and Measures**
- Know and use standard measures
  - Read scales to nearest whole unit
  - Use symbols for £ and p and + and – simple sums involving money
  - Tell the time to the nearest 5 minutes
  - Identify and sort 2 and 3d surfaces
  - Order and arrange mathematical objects
  - Use terminology of position and movement
- Fractions**
- Find and write simple fractions
  - Understand equivalence of e.g.  $\frac{2}{4} = \frac{1}{2}$
- Data**
- Interpret simple tables and pictograms
  - Ask and answer comparison questions
  - Ask and answer questions about totalling.

## Design & Technology

- Design purposeful, appealing and functional products
- Explore and use mechanisms in their products.
  - Build structures exploring how they can be made stronger, stiffer and more stable.
  - Electricals and Electronics and Computing: Diagnose faults in battery operated devices.
  - Select from and use tools from equipment and a wide range of materials components to perform practical tasks.
  - Design and evaluate own work.

## Geography

- Name and locate world's continents and oceans-use maps, globes and atlases
- Compare local area to a non-European country
- Use basic vocabulary to describe a less familiar area- coastal
- Use aerial images and other models to create simple plans and maps, using symbols
- Use simple compass points and locational and directional language
- Use simple fieldwork and observational skills to study the immediate environment

## Modern Languages

- Colours
- Food
- Greetings
- Numbers to 10
- Spoken language and songs

## Music

- Transcribe and describe music
- To perform and compose using their voices expressively and play tuned and un-tuned instruments.
- Listen and understand live and recorded music
- To compose – combine sounds using the inter-related dimensions of music.

## Science

- Biology**
- Growing plants (water, light, warmth)
  - Seeds can grow into mature plants
  - Basic needs of animals including humans and their offspring
  - Differentiate living, dead and non-living
  - Exercise, hygiene and food for humans
  - Simple food chains and habitats including micro-habitats.
  - How plants and animals depend on each other.
- Physics**
- Identify and compare uses of different materials
  - Compare how things change shape.

## 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
- Key Events**
- Significant historical events, people and places in their own locality
  - E.g. Great Fire of London
  - Events of local importance

## Physical Education

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

## PSHE

- To understand British Values
- Physical Health and Well-being.
- Keeping Safe and managing risk: Indoors and outdoors
- RSE: Boys, girls and families. Life Cycles
- Drugs, alcohol and tobacco education: Medicines and me
- Mental health and emotional well-being