

Curriculum Overview for Year 2

<h2>English</h2> <p>Reading</p> <ul style="list-style-type: none"> • Apply phonics until decoding is secure and fluent. • Read common suffixes. • Read further common exception words. • Discuss and express views about fiction, non-fiction, and poetry. • Familiarise themselves with (and retell) a range of stories. • Ask and answer questions; make predictions. • Begin to make inferences. <p>Writing</p> <ul style="list-style-type: none"> • Spell by segmenting into phonemes. • Spell common exception words. • Add suffixes to longer words (-ment, -ness, -ful, -less, -ly). • Use appropriate size letters and spaces. • Develop positive attitudes and stamina for writing. • Plan their writing (orally / notes). • Record ideas sentence by sentence. • Make simple edits and additions to their work. <p>Grammar</p> <ul style="list-style-type: none"> • Use punctuation: . , ? ! ‘ • Understand and use different types of sentence. • Begin to use expanded noun phrases. • Use simple conjunctions (and, but, so, because). <p>Speaking & Listening</p> <ul style="list-style-type: none"> • Articulate and justify answers. • Initiate and respond to comments. • Use spoken language to develop understanding. 	<h2>Art & Design</h2> <ul style="list-style-type: none"> • Make/use a simple sketch book. • Use line and tone to draw shape, pattern and texture, showing light and shade. • Mix own paint colours. • Use modelling materials and multi coloured printing techniques. • Explain successes and challenges about your work. 	<h2>Computing</h2> <ul style="list-style-type: none"> • Give instructions (using forward, backward and turn). • Tell the order that something happens (algorithm). • Watch a programme and spot where it goes wrong to debug it. • Collect information in different ways. • Talk about data shown in a chart/graph. • Use the keyboard to add, delete and space text for others to read. • Save and open files on a device. • Know to keep password and personal information private. 	
<h2>Mathematics</h2> <p>Number/Calculation</p> <ul style="list-style-type: none"> • 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 <p>Geometry & Measures</p> <ul style="list-style-type: none"> • 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 <p>Fractions</p> <ul style="list-style-type: none"> • Find and write simple fractions • Understand equivalence of e.g. 2/4 = 1/2 <p>Data</p> <ul style="list-style-type: none"> • Interpret simple tables & pictograms • Ask & answer comparison questions • Ask & answer questions about totalling 	<h2>Design & Technology</h2> <ul style="list-style-type: none"> • Choose appropriate tools, using them safely. • Select appropriate materials for a desired effect. • Evaluate and improve structures, making them stronger. • Create and use wheels and axles, levers and sliders • Produce detailed, labelled drawings or models to show design. • Recognise the need for a variety of foods in a diet. 	<h2>Geography</h2> <ul style="list-style-type: none"> • Devise a simple map • Know the names and locations of local landmarks • Identify seasonal and daily weather patterns and the location of hot and cold areas in the world • Recognise features of simple maps • Use basic geographical vocabulary • Use simple compass directions • Use simple fieldwork and observation skills 	
<h2>Science</h2> <ul style="list-style-type: none"> • Scientific enquiry-children raise questions about the world around them. • To observe changes in practical investigations and take part in simple tests. • Plants- Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy. • Animals (including humans)- describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene. • Everyday materials- find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching. • Living things and their habitats- explore and compare the differences between things that are living, dead, and things that have never been alive. 	<h2>History</h2> <p>Key Concepts</p> <ul style="list-style-type: none"> • Changes in living memory – local study (Street Detectives) <p>Key Individuals</p> <ul style="list-style-type: none"> • Lives of significant historical figures, including comparison of those from different periods • Significant local people <p>Key Events</p> <ul style="list-style-type: none"> • Events of local/national importance 	<h2>Modern Languages</h2> <ul style="list-style-type: none"> • No curriculum requirements at KS1 	<h2>Music</h2> <ul style="list-style-type: none"> • To correctly use a limited range of musical terminology. • To discuss how rhythm, pulse and pitch fit into the music they are listening to. • Sing in tune with an awareness of breathing in phrases. • Develop techniques on instruments and compose with these in mind. • To be aware of dynamics and tempo when playing.
		<h2>Physical Education</h2> <ul style="list-style-type: none"> • Master basic movement, e.g. running, skipping jumping, throwing, catching, balance, agility and co-ordination • Participate in team games • Perform dances using simple movement • Begin to develop Swimming skills • Learn about healthy choices to improve their lifestyle 	<h2>Religious Education</h2> <ul style="list-style-type: none"> • Ask their own questions about God/deity, special people and special occasions • Say something about how Christians talk about a relationship with God • Say how stories in a selected tradition are inspirational for believers • Talk about what some religious words and symbols mean • Talk about the questions a story from a religion or worldview might make them ask

