Curriculum Overview for Year 2

Reading

- Develop phonics until decoding secure
- Read common suffixes
- •Read & re-read phonic-appropriate •Spell using common suffixes, etc. books
- •Read common 'exception' words
- •Discuss & express views about fiction, non-fiction & poetry
- Become familiar with & retell
- Ask & answer questions; make predictions

Begin to use place value (T/U)

•Identify, represent & estimate

Recognise commutative property

Growing plants (water, light, warmth)

 Basic needs of animals & offspring •Simple food chains & habitats

Begin to make inferences

Number/Calculation

•Know 2, 5, 10x tables

numbers

to 100)

Science Biology

•Count in 2s, 3s, 5s & 10s

•Write numbers to 100

Use x and ÷ symbols

of multiplication

 Differentiate living, dead and non-living

English

Writing •Spell by segmenting into phonemes •Use .!?, and '

- •Learn to spell common 'exception' •Use simple conjunctions words
- •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

- Begin to expand noun phrases
- •Use some features of standard English

Speaking & Listening

- Articulate & Justify answers
- •Initiate & respond to comments
- understanding

Mathematics

Geometry & Measures

- •Know and use standard measures •Find and write simple fractions
- •Read scales to nearest whole unit
- •Use symbols for £ and p and add/subtract simple sums of less than £1 or in pounds
- •Compare / order numbers, inc. <> •Tell time to the nearest 5 minutes
 - •Identify & sort 2-d & 3-d shapes
- •Identify 2-d shapes on 3-d •Know number facts to 20 (+ related surfaces
 - •Order and arrange mathematical objects
 - •Use terminology of position & movement

Fractions

- •Understand equivalence of e.g. 2/4 = 1/2

Data

- •Interpret simple tables & pictograms
- •Ask & answer comparison questions
- Ask & answer question. about totalling

Modern

Languages

Not required at KS1

History (KS1)

 Changes in living memory (linked to aspects of national life where appropriate)

Kev Individuals

Kev Concepts

- Lives of significant historical figures, including comparison of those from different periods
- Significant local people

Chemistry

- •Identify and compare uses of different materials
- •Compare how things move on different surfaces

Key Events

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

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

Design & Technology (KS1)

• Design purposeful, functional & appealing

• Generate, model & communicate ideas

complete practical tasks

Understand where food comes from

Build and improve structure & mechanisms

Evaluate existing products & own ideas

• Use range of tools & materials to

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

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
- 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

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 locallyagreed syllabus for RE