Curriculum Overview for Year 2

English

Reading
Develop phonics until decoding secure
Read common suffixes
Read & re-read phonic-appropriate books
Read common 'exception' words
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

- 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

- 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. 2/4 = 1/2

Data
Interpret simple tables & pictograms
Ask & answer comparison questions
Ask & answer questions about totalling

Design & Technology

- 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

- 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

Modern Languages

- Not required at KS1

Music

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

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

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

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
- Swimming proficiency at 25m

Religious Education

- Continue to follow locally- agreed syllabus for RE