

# Curriculum Overview Year 2

<p><b>English</b></p> <p><b>Reading</b></p> <p>~Develop phonics until decoding is secure and reading fluent</p> <p>~ Read without overt sounding and blending</p> <p>~ Recognise alternative sounds for graphemes</p> <p>~ Read words with 2 or more syllables</p> <p>~ Read common suffixes</p> <p>~ Read and re-read phonic appropriate books</p> <p>~ Read common 'exception' words</p> <p>~ Discuss and express views</p>	<p>about fiction, non-fiction and poetry.</p> <p>~ Become familiar with &amp; retell stories and poetry</p> <p>~ Read non-fiction books</p> <p>~ Ask and answer questions; make predictions</p> <p>~ Make inferences</p> <p><b>Writing</b></p> <p>~ Spell by segmenting into phonemes, spelling many correctly</p> <p>~Learn to spell common 'exception' words</p> <p>~ Spell using common suffixes and contractions</p> <p>~ Spell common homophones</p>	<p>~ Learn to use the possessive apostrophe</p> <p>~ Use appropriate size letters &amp; spaces</p> <p>~ Begin to join handwriting</p> <p>~ Develop positive attitude and stamina for writing</p> <p>~ Begin to plan ideas for writing</p> <p>~ Record ideas sentence-by sentence</p> <p>~ Make simple additions &amp; changes after proof reading</p> <p><b>Grammar</b></p> <p>~ Use . ! ? , and '</p>	<p><b>Science</b></p> <p>~ Living Things and their Habitats—identify and name a variety of plants and animals in their habitats. Explore how different habitats suit different animals. Describe simple food chains.</p> <p>~ Uses of everyday materials— Identify everyday materials and their use. Find out how materials can be changed.</p> <p>~ Animals including humans—discover what animals, including humans need to survive.</p> <p>~ Plants— Observe and describe how plant grow. Find out what plants need to stay healthy.</p> <p>~ Working scientifically—Ask questions, observe, perform simple tests, identify and classify and gather data.</p>	<p><b>Design and Technology</b></p> <p>~ Design purposeful, functional &amp; appealing products.</p> <p>~ Generate, model and communicate ideas.</p> <p>~ Choose from a range of tools and materials to complete practical tasks.</p> <p>~Evaluate existing products and own ideas.</p> <p>~ Build and improve structure and mechanisms</p> <p>~ understand where food comes from.</p>
<p><b>Maths</b></p> <p><b>Number/Calculation</b></p> <p>~ Know 2, 5, 10x tables</p> <p>~ Recognise place value (T/U)</p> <p>~ Count in 2s, 3s, 5s &amp; 10s forwards and backwards</p> <p>~Identify, represent &amp; estimate numbers</p> <p>~Compare / order numbers, including &lt; &gt;=</p> <p>~ Read and write numbers to 100</p> <p>~Know number facts to 20 (+ related to 100)</p> <p>~ Add and subtract 2 digit numbers</p> <p>~Use +, -, x and ÷ symbols</p> <p>~Recognise commutative property of multiplication and addition</p> <p>Use the inverse to solve missing number problems</p> <p>Solve problems.</p> <p><b>Data</b></p> <p>~interpret simple pictograms and tables</p>	<p>~Ask and answer comparison questions</p> <p>~Ask and answer questions about totalling</p> <p><b>Geometry &amp; Measures</b></p> <p>~Know and use standard measures Order and compare measurements</p> <p>~ Read scales to the nearest whole unit</p> <p>~ Use symbols for £ and p and add/subtract simple sums of less than £1 or in pounds.</p> <p>~ Tell time to the nearest 5 minutes</p> <p>~Identify and sort 2D and 3D shapes</p> <p>~Identify 2D shapes on 3D surfaces</p> <p>Order and arrange mathematical objects</p> <p>~Use terminology of position and movement</p> <p><b>Fractions</b></p> <p>~Find and write simple Fractions</p> <p>~Understand equivalence of e.g. 2/4 =</p>	<p><b>Religious Education</b></p> <p>Continue to follow locally agreed syllabus for RE (Christianity and Judaism) Who should you follow? Should you wear symbols? Does everyone celebrate New Year? Is Easter important for the Church? Can stories change people? How should you spend the weekend?</p>	<p><b>Geography</b></p> <p>~ Name and locate the worlds continents and oceans</p> <p>~ Name, locate and identify characteristics of the countries and seas of the UK~ Compare other locations with the UK Use maps, atlases, aerial images and models to create simple plans and maps, using symbols</p> <p>~ Use four compass directions</p> <p>~ Locate hot and cold areas of the world and relate to the Equator</p> <p>~ Use Geographical vocabulary Use fieldwork skills</p>	<p><b>Music</b></p> <p>~ Sing songs</p> <p>~ Play tuned and untuned instruments musically</p> <p>~ Listen to and understand live and recorded music</p> <p>~ Make and combine sounds musically</p>
			<p><b>Physical Education</b></p> <p>~ Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination.</p> <p>~ Participate in team games</p> <p>~ Perform dances using simple movement patterns.</p>	<p><b>Computing</b></p> <p>~ Understand use of algorithms</p> <p>~ Write and test simple programmes</p> <p>~ Use logical reasoning to make predictions</p> <p>~ Organise, store, retrieve and manipulate data</p> <p>~ Communicate online safely and respectfully</p> <p>~ Recognise uses of IT outside school</p>
		<p><b>Modern Languages</b></p> <p>Not required at KS1</p>		<p><b>Art and Design</b></p> <p>~ Use a range of materials</p> <p>~ Use drawing, painting and sculpture</p> <p>~ Develop techniques of colour, pattern, texture, line, shape, form and space.</p> <p>~ Learn about a range of artists, craftsmen and designers.</p> <p><b>History Key Individuals</b></p> <p>~ Life of significant historical figures, including comparison of those from different periods.</p> <p>~ Changes within living memory.</p> <p>~ Events beyond living memory.</p> <p>~ Historical events in their own locality.</p>