Curriculum Overview for Year 2

English Art & Design Computing Use a range of materials Reading Writing Grammar Understand use of algorithms Use drawing, painting and sculpture Develop techniques of colour, pattern, texture, line, shape, form Write and test simple programs Match graphemes for all phonemes Name letters of the alphabet Use logical reasoning to make predictions Leave spaces between words Read accurately by blending sounds. Spell very common 'exception' words Begin to use basic punctuation Organise, store, retrieve and manipulate data Spell days of the week Learn about range of artists, craftsmen and designers ommunicate online safely and respectfully Develop phonics until decoding is secure. Read words with very common suffixes Use very common prefixes & suffixes Use capital letters for Recognise uses of IT outside of school Read contractions and understand Form upper and lower case letters correctly. proper nouns. Begin to join handwriting Use appropriate size letters Use common plural and verb Link reading to own experiences suffixes Join in with predictable phrases Compose sentences orally before writing Discuss significance of title & events Read own writing to peer's or teachers Speaking & Listening Make simple predictions and inferences Listen & respond appropriately Ask relevant questions Maintain attention & participate Design & Technology Geography Design purposeful, functional & appealing products Generate, model & communicate ideas Use range of tools & materials to complete practical tasks Evaluate existing products & own ideas Name and locate world's continents and oceans **Mathematics** Compare local area to a non-European country Use basic vocabulary to describe a less familiar Number/Calculation Geometry and Measures Use aerial images and other models to create Count to / across 100 Use common vocabulary for comparison, **Fractions** e.g. heavier, taller, full, longest, quickest Begin to measure length, capacity, weight Recognise coins and notes simple plans and maps, using symbols Use simple fieldwork and observational skills to Count in 1s, 2s, 5s and 10s Identify 'one more' and 'one less' Read & write numbers to 20 Recognise and use $\frac{1}{2}$ and $\frac{1}{4}$ Build and improve structure and mechanisms study the immediate environment Use language, e.g. 'more than', 'most' Use +, - and = symbols Understand where food comes from Use time & ordering vocabulary <u>Data</u> <u>Interpret simple tables and pictograms</u> Tell the time to hour/half-hour Know number bonds to 20 Use language of days, weeks, months and Ask and answer comparison questions add and subtract one-digit and two-digit numbers to 20, including zero Ask and answer questions about totalling Recognise and name common 2-d and 3-d Solve one-step problems, including simple Order and arrange objects Describe position and movement including half and quarter turns Working together—The children will identify and value their own strengths and talents. Family and Friends—The children will learn and be able to describe what a friend is and does. They will develop strategies for coping with difficult situations in friendships. Healthy Lifestyles—The children will look at the importance of developing a healthy lifestyle, focussing particularly on how to Play tuned & untuned instruments musically create a healthy, balanced diet and why physical activity is Listen & understand live and recorded music Make and combine sounds musically Diversity and Community—The children will develop a sense of personal identity and self worth and teaches them to consider and respect the needs and views of others. History Science Biology/Living things and their habitats Key Concepts Identify and name a variety of common plants Changes in living memory—transport, fire equipment, Physical Education Religious Education Identify basic plant parts (roots, leaves, flowers, etc.) communication systems Know what a plant needs to survive Identify and compare common animals The Family in Christianity -What difference does belonging to a faith make to a family? Naces in Religion -What makes a church a Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination Identify and name basic body parts Know what humans needs to stay healthy Identify habitats of living thins and how they have adapted. Participate in team games special place for Christian people? Know the Chemistry/Classifying and grouping materials Perform dances using simple movement Lives of significant historical figures, including places of the main 6 religions. Describe simple properties of some materials comparison of those from different periods stivals and Celebrations—comparison of Compare and classify materials including, Ernest Shackleton, Amy Johnson, Explore how shapes of materials can be changed. Identify and compare uses of different materials The Wright Brothers, Florence Nightingale, Mary Seacole and People in Sikhism- beliefs and stories. Mary Anning Significant local people—Jonnie Peacock. People in Buddhism- beliefs and stories. Compare how things move on different surfaces Physics/ Seasonal Changes Observe weather associated with changes of season Key Events: The Great Fire of London and Remembrance Day Events of local importance