Curriculum Overview for Year 2

Art & Design (KS1) English Computing (KS1) Reading Writing Grammar Use a range of materials Understand use of algorithms Develop phonics until decoding •Spell by segmenting into phonemes •Use .!?, and ' secure •Learn to spell common 'exception' •Use simple conjunctions · Use drawing, painting and sculpture Write & test simple programs Read common suffixes Begin to expand words Develop techniques of colour, pattern, texture, Use logical reasoning to make Read & re-read phonic-appropriate Spell using common suffixes, etc. noun phrases line, shape, form and space predictions •Use some features of books Use appropriate size letters & Learn about range of artists, craftsmen and Read common 'exception' words standard English Organise, store, retrieve & manipulate data Discuss & express views about •Develop positive attitude & Speaking & Listening Communicate online safely and respectfully fiction, non-fiction & poetry stamina for writing Articulate & Justify answers Recognise uses of IT outside of school •Become familiar with & retell •Initiate & respond to comments Begin to plan ideas for writing stories •Record ideas sentence-by-sentence •Use spoken language to develop Design & Technology (KS1) Geography (Y2) Ask & answer questions; make understanding Make simple additions & changes predictions after proof-reading · Design purposeful, functional & appealing Begin to make inferences products · Name & locate world's continents and oceans • Generate, model & communicate ideas Compare local area to a non-European country Mathematics Use range of tools & materials to Use basic vocabulary to describe a less familiar Number/Calculation Geometry & Measures **Fractions** complete practical tasks •Know 2, 5, 10x tables •Know and use standard measures •Find and write simple fractions • Use aerial images and other models to create Evaluate existing products & own ideas Begin to use place value (T/U) •Read scales to nearest whole unit •Understand equivalence of e.g. simple plans and maps, using symbols •Count in 2s, 3s, 5s & 10s 2/4 = 1/2•Use symbols for £ and p and Build and improve structure & mechanisms • Use simple fieldwork and observational skills to add/subtract simple sums of less Data •Identify, represent & estimate study the immediate environment •Interpret simple tables & than £1 or in pounds Understand where food comes from numbers Compare / order numbers, inc. < > •Tell time to the nearest 5 minutes pictograms Music (KS1) Modern •Ask & answer comparison Languages Identify & sort 2-d & 3-d shapes questions •Write numbers to 100 •Identify 2-d shapes on 3-d Sing songs •Know number facts to 20 (+ related surfaces Ask & answer question Play tuned & untuned instruments musically about totalling •Order and arrange mathematical to 100) •Use x and ÷ symbols objects Listen & understand live and Recognise commutative property •Use terminology of position & recorded music Not required at KS1 of multiplication movement Make and combine sounds musically Science History (KS1) Biology **Key Concepts** Differentiate living, Changes in living memory (linked to aspects of dead and non-living national life where appropriate) Physical Education (KS1) Religious Education Growing plants (water, light, warmth) •Basic needs of animals & offspring **Key Individuals** Master basic Simple food chains & habitats Lives of significant historical figures, movement, e.g. running, jumping, throwing, including comparison of those from catching, balance, agility and co-ordination different periods Chemistry Significant local people •Identify and compare uses of different materials Continue to follow locally-Participate in team games Compare how things move on different surfaces agreed syllabus for RE **Key Events** Perform dances using simple movement e.g. Bonfire night Events of local importance Swimming proficiency at 25m (KS1 or KS2)

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