Curriculum Overview for Year 2

English Art & Design Computing Reading Writing Grammar Use a range of materials Develop phonics until decoding • Spell by segmenting into phonemes • Use .!? and ' Understand use of algorithms e.g giving is secure • Learn to spell common 'exception' • Use simple conjunctions Use drawing, painting and sculpture and printing commands to a Beebot. Read common suffixes words Begin to expand Write and test simple programs. Develop techniques of colour, pattern, texture, Read & re-read phonic-appropriate Spell using common suffixes, etc. noun phrases line, shape, form and space books • Use appropriate size letters & Use logical reasoning to make · Use some features of Read common 'exception' words Learn about range of artists(e.g Dali), spaces standard English craftsmen and Discuss & express views about • Develop positive attitude & Organise, store, retrieve & manipulate data Speaking & Listening designers fiction, non-fiction & poetry stamina for writing · Articulate & justify answers Communicate online safely and respectfully Become familiar with & retell · Begin to plan ideas for writing Initiate & respond to comments Recognise uses of IT outside of school stories • Record ideas sentence-by-sentence • Use spoken language to develop Ask & answer questions; make Make simple additions & changes understanding Geography predictions after proof-reading **Design & Technology** Begin to make inferences • Name & locate · Design purposeful, functional & appealing world's continents and oceans products • Generate, model & communicate ideas Number/Calculation **Mathematics** Fractions Compare local area to a non-European country Know 2, 5, 10x tables Use range of tools & materials to **Geometry & Measures** (within South America) e.g climate, culture. • Find and write simple fractions Begin to use place complete practical tasks e.g sewing Know and use standard measures • Use basic vocabulary to describe a less familiar · Understand equivalence of e.g. value (T/U) • Read scales to nearest whole unit Christmas decorations. 2/4 = 1/2 • Count in 2s, 3s, 5s & 10s • Use symbols for £ and p and Statistics • Evaluate existing products & own ideas Identify, represent & estimate add/subtract simple sums of less • Interpret simple tables & numbers than £1 or in pounds pictograms History Compare / order numbers, inc • Tell time to the nearest 5 minutes Ask & answer comparison <>= • Identify & sort 2D & 3D shapes and **Key Concepts** questions Write numbers to 100 identify 2D shapes on 3D surfaces Ask & answer questions Music Know number facts to 20 (+ related · Order and arrange mathematical · Changes in living memory, e.g looking at the about__ totalling objects history of writing including the development Sing songs Use x and ÷ symbols • Use terminology of position & of computers. Recognise that 2 x 3 will give the movement Play tuned & untuned instruments same answer as 3x2 Key Individuals Religious Listen & understand live and recorded music Education Science · Lives of significant historical figures. Make and combine musical sounds Significant people e.g Samuel Pepvs. Biology Old Testament stories · Differentiate living, dead and non-living Sharing in the life of Jesus PE MFL Advent · Growing plants (water, light, Christmas warmth) Basic needs of Master basic movement, e.g. running, Parables / Miracles animals and offspring jumping, throwing, catching, balance, agility Special celebrations Not required at KS1 Simple food chains and co-ordination Lent & habitats Holy Week Chemistry Easter Identify and compare uses of different materials Participate in team games Our Church and The Mass Compare how things move on different surfaces. Perform dances using simple movement