Curriculum Overview for Year 2

English

Reading
- Develop phonics until decoding secure
- Read common suffixes
- Read and re-read phonic-appropriate books
- Read common 'exception' words
- Discuss and express view about fiction, non-fiction and poetry
- Become familiar with and retell stories
- Read non-fiction books and recognise they are structured differently
- Ask and answer questions; make predictions and justify answer
- Begin to make inferences

Writing
- Spell by segmenting into phonemes
- Learn to spell common 'exception' words
- Use appropriate size letter and spaces
- Develop positive attitude and stamina for writing
- Begin to plan ideas for writing
- Record ideas sentence-by-sentence
- Begin to understand how different writing is structured
- Make simple additions and changes after proof-reading

Grammar
- Use . ! ? , and '
- Use simple conjunctions
- Begin to expand noun phrases
- Use some features of standard English

Speaking & Listening
- Articulate and justify answers
- Initiate and respond to comments
- Take part in discussions; take turns and listen to others' views

Mathematics

Number/calculation
- Know 2, 5, 10 x tables
- Recognise odd and even
- Begin to use place value (T/U)
- Count in 2s, 3s, 5,s and 10s
- Identify, represent and estimate numbers
- Compare/order numbers including < > =
- Write numbers to 100
- Know number facts to 20 (+ related to 100)
- Use x and ÷ symbols
- Solves problems using 4 operations

Geometry and 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 and sort 2-d and 3-d shapes
- Identify 2-d shapes on 3-d surfaces
- Order and arrange mathematical objects
- Use terminology of position and movement

Fractions and decimals
- Find and write simple fractions
- Understand equivalence of eg 2/4 = 1/2

Data
- Interpret simple tables and pictograms
- Ask and answer comparison questions
- Ask and answer questions about totalling

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 and use algorithms
- Write and test simple programs
  - Use logical reasoning to make predictions
- Organise, store, retrieve and manipulate data
- Communicate online safely and respectfully
- Recognise uses of IT outside of school

Design & Technology

- Design purposeful, functional and appealing products
- Generate, model and communicate ideas
  - Use range of tools and materials to complete practical tasks
  - Evaluate existing products and own ideas
  - Build and improve structures and mechanisms
  - Understand where food comes from

Geography

- Name and 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 symbol
- Use simple fieldwork and observational skills to study the immediate environment

Phonic Scheme

Using Letters and Sounds children are taught how to:

- Recognise the sounds that each individual letter makes
- Identify the sounds that different combinations of letters make eg 'sh' or 'oo'
- Blend these sounds together from left to right to make a word
- Children can use their knowledge to decode new words that they hear or see

Music

- Sing songs
- Play tuned and untuned instruments musically
- Listen and 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 and offspring
- Simple food chains and habitats

Chemistry
- Identify and compare different uses of Materials

Physics
- 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
- Eg Bonfire night
- Events of local importance

Physical Education

- Master basic movement eg running, jumping, throwing, catching, balance, agility and co-ordination
- Participate in team games
- Perform dances using simple movement

Religious Education

Continue to follow locally agreed syllabus for RE:

Learning about and from religion:

Believing

Belonging

Behaving