

Curriculum Overview for Year 2

English Reading <ul style="list-style-type: none">•Develop phonics until decoding secure•Read common suffixes•Read & re-read phonic-appropriate books•Read common 'exception' words•Discuss & express views about fiction, non-fiction & poetry•Become familiar with & retell stories•Ask & answer questions; make predictions•Begin to make inferences Writing <ul style="list-style-type: none">•Spell by segmenting into phonemes•Learn to spell common 'exception' words•Spell using common suffixes, etc.•Use appropriate size letters & spaces•Develop positive attitude & stamina for writing•Begin to plan ideas for writing•Record ideas sentence-by-sentence•Make simple additions & changes after proof-reading Grammar <ul style="list-style-type: none">•Use . ! ? , and ' •Use simple conjunctions•Begin to expand noun phrases•Use some features of standard EnglishSpeaking & Listening•Articulate & Justify answers•Initiate & respond to comments•Use spoken language to develop understanding			Art & Design (KS1) <ul style="list-style-type: none">• 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 (KS1) <ul style="list-style-type: none">• Understand use of algorithms• Write & test simple programs• Use logical reasoning to make predictions• Organise, store, retrieve & manipulate data• Communicate online safely and respectfully• Recognise uses of IT outside of school			
Mathematics Number/Calculation <ul style="list-style-type: none">•Know 2, 5, 10x tables•Begin to use place value (T/U)•Count in 2s, 3s, 5s & 10s•Identify, represent & estimate numbers•Compare / order numbers, inc. < > =•Write numbers to 100•Know number facts to 20 (+ related to 100)•Use x and ÷ symbols•Recognise commutative property of multiplication Geometry & Measures <ul style="list-style-type: none">•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 & sort 2-d & 3-d shapes•Identify 2-d shapes on 3-d surfaces•Order and arrange mathematical objects•Use terminology of position & movement Fractions <ul style="list-style-type: none">•Find and write simple fractions•Understand equivalence of e.g. 2/4 = 1/2 Data <ul style="list-style-type: none">•Interpret simple tables & pictograms•Ask & answer comparison questions•Ask & answer question about totalling			Design & Technology (KS1) <ul style="list-style-type: none">•Design purposeful, functional & appealing products•Generate, model & communicate ideas•Use range of tools & materials to complete practical tasks•Evaluate existing products & own ideas•Build and improve structure & mechanisms•Understand where food comes from		Geography (Y2) <ul style="list-style-type: none">•Name & 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 symbols•Use simple fieldwork and observational skills to study the immediate environment			
Science Biology <ul style="list-style-type: none">•Differentiate living, dead and non-living•Growing plants (water, light, warmth)•Basic needs of animals & offspring•Simple food chains & habitats Chemistry <ul style="list-style-type: none">•Identify and compare uses of different materials•Compare how things move on different surfaces			History (KS1) Key Concepts <ul style="list-style-type: none">•Changes in living memory (linked to aspects of national life where appropriate) Key Individuals <ul style="list-style-type: none">•Lives of significant historical figures, including comparison of those from different periods•Significant local people Key Events <ul style="list-style-type: none">•e.g. Bonfire night•Events of local importance		Modern Languages Not required at KS1		Music (KS1) <ul style="list-style-type: none">•Sing songs•Play tuned & untuned instruments musically•Listen & understand live and recorded music•Make and combine sounds musically	
			Physical Education (KS1) <ul style="list-style-type: none">•Master basic movement e.g. running, jumping, throwing, catching, balance, agility and co-ordination•Participate in team games•Perform dances using simple movement•Swimming proficiency at 25m (KS1 or KS2)		Religious Education Use Diocesan Syllabus			

