Curriculum Overview for Year 2

Reading

- Develop phonics until decoding
- 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

English

Writing

- Spell by segmenting into phonemes
- Learn to spell common 'exception' words
- Spell using common suffixes, etc.
- Use appropriate size letters &
- Develop positive attitude & stamina for writing
- Begin to plan ideas for writing
- Record ideas sentence-bysentence
- Make simple additions & changes after proof-reading

Grammar

- Use .!?, and '
- Use simple conjunctions
- Begin to expand noun phrases
- Use some features of standard English
- **Speaking & Listening**
- Articulate & Justify answers
- Initiate & respond to comments
- Use spoken language to develop understanding

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 craftsmen and designers

Computing

Understand use of algorithms **Write** and test simple programs **Use** logical reasoning to make predictions

Organise, store, retrieve & manipulate

Communicate online safely and respectfully

Recognise use of IT outside of school



Design & Technology

Design purposeful, functional, appealing products

Generate, develop, model and communicate their ideas

Use a range of tools and equipment to perform practical tasks

> **Build** and improve structure 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 symbols

Use simple fieldwork and observational skills to study the immediate environment.

Number/Calculation

- Know 2, 5, 10x table
- Begin to use place value (T/U)
- Count in 2s, 3s, 5s & 10s
- Identify, represent & estimate
- 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

Mathematics

Geometry & 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 & 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

- Find and write simple fractions
- Understand equivalence of e.g. 2/4 = 1/2

Data

- Interpret simple tables & pictograms
- Ask & answer comparison questions
- Ask & answer
- questions about totalling

Modern,

Languages

Not taught in KS1

Music

Use their voices expressively & creatively by singing songs & speaking

chants & rhymes

Play tuned & untuned instrument musically

Listen with concentration& understanding to a range of highquality live and recorded music

Experiment with, create, select and combine sounds using the inter-related dimensions of music.

Religious

The Northampton Diocese

Education agreed syllabus

Come and See

Beginnings/Sign and Symbols/Judaism/ Preparing

- Books/Thanksgiving/Opportunities

- Spread the Word/Rules/Islam/Treasures

History

- Differentiate living, dead and non-living Growing plants (water, light, warmth)
- Basic needs of animals & offspring
- Simple food chains & habitats

Chemistry

Science

Biology

- Identify and compare uses of different materials
- Compare how things move on different surfaces

Key Concepts

Lives of significant individuals in the past who have contributed to national and international

achievements.

Events beyond living memory that are significant nationally or globally e.g the Great Fire of London or events commemorated through festivals or anniversaries.

Significant local people and local events

PE

Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination

Participate in team games

Perform dances using simple movement

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