Curriculum Overview for Year 2

English

Reading
- 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
- 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
- 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 (KS1)

- 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)

- 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

Design & Technology (KS1)

- 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)

- 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

Mathematics

Number/Calculation
- 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
- 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 required at KS1

Music (KS1)

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

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

History (KS1)

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
- e.g. Bonfire night
- Events of local importance

Physical Education (KS1)

- 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

Continue to follow locally-agreed syllabus for RE