



Year 2 Curriculum Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Mathematics	Number and Place Value Time The Number Line and Place Value Measure and Money Consolidation Time Reading and writing numbers to 100 in words and numerals Recognising place value: tens and ones Using =, > and < symbols Knowing minutes in an hour and hours in a day Telling the time to 5 minute accuracy Beginning to use time intervals Counting backwards and forwards in steps of 2, 3 and 5 from zero Using representations for identifying and estimating numbers Using place value and number facts Using standard units of measure Comparing measures using =, > and < symbols Beginning to use money symbols: £ and p		Addition and Subtraction Calculating Money Properties of Shape Consolidation Time Gaining fluency with addition and subtraction facts to 20 and deriving facts to 100 Adding and subtracting with concrete, pictorial and mental approaches Knowing that addition is commutative but subtraction is not Checking calculations and solving problems by understanding the relationship between addition and subtraction Using concrete and pictorial approaches for solving a variety of addition and subtraction problems Solving simple money problems, including giving change Forming monetary amounts with coins Naming, describing and sorting 2-D shapes based on number of sides and simple symmetry Naming and describing 3-D shapes		Multiplication and Division Comparing Data Fractions and Equivalence Movement Patterns and Shapes Consolidation Time Writing and solving multiplication and division calculations using appropriate symbols Using multiplication and division facts (2, 5, 10 times tables) Knowing multiplication is commutative and division is not Using multiple representations in multiplication and division problems Reading tables, tally charts, bar charts and pictograms Comparing with tables, tally charts, bar charts and pictograms Interpreting and creating pictograms, tally charts, block charts and tables Recognising and writing 1/3, 1/4, 2/4 and 3/4 in a variety of situations Recognising simple equivalent fractions Accurately describing position, direction and movement Recognising order in patterns and sequences Comparing and sorting common 2-D and 3-D shapes Identifying faces of 3-D shapes as 2-D shapes	
English	How to Trap a Giant Instructions	Alfie's Star Finding and Losing Story Focus - openings	Greek Myths – In the Beginning and Pandora's Box and Persephone and the Pomegranate Seeds Narrative: recount 3rd person retelling of story with character and setting descriptions 1st person letter Poetry - On the Ning Nang Nong Learn to perform	Aesop's Fables: The Wind and the Sun and The Wolf in Sheep's Clothing Narratives with speech Character descriptions	King Arthur 3rd person narrative Retell story extracts with character and setting descriptions Letter from Arthur to friends Poetry - Duck's Ditty Learn to perform	King Arthur Retell extracts with speech. Instructions – How to Dress a Knight Shakespeare: Twelfth Night Character description Letter
Phonics (Sounds Write)	/o/; /ae/; /d/; /ee/; /i/; /oe/; /n/		/er/; /v/; /oo/; /j/; /g/; /f/		/m/; /or/; /h/; /k/; /r/; /t/; /z/; /eer/	
Science	The Human Body	Living Things in their Environments	Electricity	Plants	Materials and Matter	Astronomy
Religious Education	God: What do Christians believe God is like?	Incarnation: Why does Christmas matter to Christians?	Gospel: What is the Good news Jesus brings?	Salvation: Why does Easter matter to Christians?	Islam: How do some Muslims show Allah is compassionate and merciful?	Judaism: Why is the Torah such a joy for the Jewish community?
P.S.H.E.	Rights, Rules & Responsibilities	Family & Friends Anti-bullying	Financial Capability	Drug Education	Personal Safety	Relationships & Sex Education Managing Change
History		Romans in Britain		The Tudors		Powerful Voices
Geography	Spatial Sense		The British Isles		Northern Europe	
Art	Colour and Shape	Colour, Shape and Texture	Portraits and Self-Portraits	Landscape and Symmetry	History Painting	Murals and Tapestries
Design and Technology	Cook Pizza; Gingerbread		Sew Pencil Cases		Build Moving Pictures	
Computing	Coding	Online Safety Spreadsheets	Questioning	Effective searching Creating Pictures	Creating Pictures Making Music	Presenting Ideas
Physical Education	Ball skills- net/tennis/football	Gymnastics	Dance	Infant Agility	Cricket	Dance
Music	Ostinato II	Beat Music	Peter and the Wolf	Gamelan	Emotions in Sound	Lullabies