

## Maths

### Money

Count money - pence

Select money

Compare money

Make the same amount in different ways

Find the total

Find the difference

Find change

Solving money word problems

Two-step money problems

### Multiplication and Division

Recognise and make equal groups

Add equal groups

Multiplication sentences using the  $\times$  symbol

Multiplication sentences from pictures

Use arrays

Make arrays

Make doubles

2, 5 and 10 times tables.

Make equal groups - sharing, grouping

Divide by 2, 5 and 10

Odd and even numbers

## Science

Name and know a variety of plants and animals in their habitats including micro-habitats.

Know that most living things live in habitats to which they are suited - different animals from around the world - rainforest, Polar Regions.

Identify and classify animals. Sort and group animals using a visible criteria and science knowledge i.e. group animals.

Know that different habitats within the world provide for the basic needs of different kinds of animals and plants, and how they depend on each other.

## Year 2 Curriculum Overview

### Spring 1 - Around the World



### Geography

Revisit naming and locating the world's seven continents and five oceans.

Know the location of hot and cold areas of the world in relation to the Equator and the North and South Poles - compare different continents and weather.

To devise simple maps and use and construct basic symbols in a key. Use locational and directional language to describe the location of features and routes on a map.

To use fieldwork and observational skills to study the geography of my school and its grounds.

Identify the key human and physical features of its surrounding environment.

To use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features.

## English

### Reading

Class novels, poetry (Winter), retelling familiar stories (Meerkat Mail, The Emperor's Egg), fairy tales and non-fiction books - animals, habitats and regions (e.g. Antarctica, animal fact files, rainforests)

Guided reading sessions focusing on developing understanding, comprehension, fluency and prediction skills.

Develop pleasure in reading, motivation to read, vocabulary and understanding by listening to, discussing and expressing views about a wide range of stories.

Reciting and retelling familiar stories, fairy stories and traditional tales.

Poetry - reciting and performing poems, exploring rhyme.

### Writing

Retelling stories - Meerkat Mail (Pie Corbett style), using and adapting story maps, composing own ideas and writing an adapted story.

Postcards - Writing from different locations in different continents.

Descriptive language - describing settings and characters. Use of adjectives and using expanded noun phrases.

Non-fiction writing - Composing sentences, application of correct grammar and punctuation. Writing about real events from the past - E.g. Famous explorers - Robert-Falcon Scott, Amelia Earheart.

Punctuation - Use of capital letters, full stops, question marks and exclamation marks correctly in writing. Using different sentence types correctly - statement, command, question, exclamation. Using commas in a list and capital letters for proper nouns.

Grammar - nouns, adjectives, suffixes, verbs and adverbs. past and present tense.

Handwriting - starting letters in the correct place, ascenders and descenders. Cursive style writing.

Spelling - Year 2 spelling rules - during spelling lessons. Year 2 common exception words.

## PE

### Invasion Games: Rugby

Throw objects accurately as part of a small team game. Call receivers name, pass to a team mate. Catch objects as part of a small team game. Move to receive object.

Change direction when travelling using pivoting. Move in different directions safely with speed (forwards, backwards, sidestep) when travelling quickly as part of a game, e.g. tails, stuck in the mud. I can maintain a safe space while working.

Develop and use simple tactics for attacking and defending within a game of 3 or 4. Know how to play fairly with others. Develop enjoyment of games, regardless of the outcome.

I can observe, describe and begin to explain the effects of physical activity on my body. I know that when I exercise my heart beats faster and this helps to keep me fit.

### Striking and Fielding Games: Tennis and Cricket

Throw objects accurately as part of a small team game. Call receivers name, pass to a team mate. Catch objects as part of a small team game. Move to receive object.

Change direction when travelling using pivoting. Move in different directions safely with speed (forwards, backwards, sidestep) when travelling quickly as part of a game, e.g. tails, stuck in the mud. I can maintain a safe space while working.

Develop enjoyment of games, regardless of the outcome.

### Dance

Perform dances using simple movement patterns. Know and perform some common dance moves with others.

Dance units - Dancing Around the World, Our World.

## Art and Design

Develop a wide range of art techniques in using colour, line, shape and form.

Colour wash to create background colour and colour and detail - background wash

Different textured materials can create a 3D effect - collage of African Art silhouette picture, rainforest collage picture. Use different materials and techniques effectively to create pictures. Collage Select, cut, glue and manipulate (e.g. scrunch up paper) different materials to create different texture, shape and form

Know about the work of a range of artists - Wassily Kandinsky and Henri Rousseau.

## RE -Stories

Learning about the meaning behind fables, the stories Jesus told, and stories from other faiths.

Understand that some stories have a moral, an inner meaning or a message.

The story of Baisakhi and the meaning behind it.

## Music

Develop knowledge of tempo, pitch and dynamics.

Listen with concentration and understanding to a range of high-quality live and recorded music. - Listen to songs from around the world.

Use their voices expressively and creatively by singing songs, chants and rhymes.

## History

Know facts about significant people beyond living memory -Robert Falcon-Scott discovering Antarctica, Christopher Columbus.

Begin to order events in a historical story using dates.

Understand some of the ways in which we find out about the past and identify different ways in which it is represented.

Find out about the past from different sources - video footage, newspaper articles, eye witness statements, photographs.

## Computing

Give instructions to a partner to follow using directional language. Give and follow written instructions. Program a beebot to do a task. Look at someone else's program and tell you what will happen. Use programming software to make objects move.

Watch a program execute and spot where it goes wrong so that I can debug it.

Describe what actions I will need to do to make something happen and use the word algorithm.

Know the order things need to be done in in order to make something happen and talk about this as an algorithm.

## PSHE - Dreams and goals

Stay motivated when doing something challenging.

Keep trying even when it is difficult - persevering.

Work well with a partner or in a group and cooperate to create an end product.

Have a positive attitude.

Help others to achieve their goals.

Choosing a realistic goal and think about how to achieve it.

Work hard to achieve their own dreams and goals.

## Value: Cooperation