Curriculum Overview – Year 2

English

Reading
- Develop phonics until decoding is secure
- Read common suffixes
- Read and re-read phonetically appropriate books
- Discuss and express views about fictions, non-fiction and poetry
- Retell stories
- Ask and answer questions
- Make predictions
- Begin to make inferences

Writing
- Spell by segmenting
- Learn and spell common exception words
- Spell using common suffixes
- Use appropriate size letters and spaces
- Begin to plan ideas for their writing
- Write simple coherent sentences about real experiences and those of others
- Write about real events, recording these clearly
- Make simple additions and changes after proof reading

Grammar
- Use . ! ? and '
- Use co-ordination *and, or but* and subordination *when, if, that, because* to join clauses
- Begin to use expanded noun phrases

Speaking and listening
- Articulate and justify answers
- Initiate and 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 a range of artists, sculptors and designers.

Computing (KS1)

- Understand and use algorithms
- Write and test simple programs
- Use logical reasoning to make predictions
  - Organise, store, retrieve and manipulate data
  - Communicate online safely and respectfully
  - Recognise uses of ICT outside of school

Mathematics

Number/Calculation
- Read and write numbers correctly in numerals up to 100
- Recall multiplication and division facts for the 2, 5 and 10 multiplication tables and use these to solve problems
- Partition 2-digit numbers into tens and ones
- Recall all number bonds to and within 10 and use these to reason and calculate
- Add and subtract 2-digit numbers within 100 using an efficient strategy
- Subtract mentally a 2-digit number from another 2-digit number

Geometry and measure:
- Know and use measures
- Read scales in divisions of ones, twos, fives and tens
- Read the time on the clock to the nearest 15 minutes
- Know the value of different coins and use different coins to make the same amount
- Name common 2D and 3D shapes
- Describe the properties of 2D and 3D shapes
- Use terminology of position and movement

Fractions
- Identify ¼, ½, 3/4 , 2/4, 1/3 of a number or shape and know that all parts must be equal parts of a whole

Design & Technology (KS1)

- Design purposeful, functional and appealing products
- Generate, model and communicate ideas
- Use a range of tools and materials to complete practical tasks
  - Evaluate existing products and own ideas
  - Build and improve structure and mechanisms
  - Understand where food comes from

Geography (KS1)

- Name and locate the four countries and capital cities of the United Kingdom using atlases, world maps and globes
- Name and locate the world's seven continents and five oceans
- Identify seasonal/daily weather patterns in the UK. Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features
- Use basic geographical vocabulary to refer to local and familiar features
- Understand geographical similarities and differences through studying the human and physical features.
- Use simple compass directions

Modern Languages

Not required in KS1

Music (KS1)

- Sing songs
- Play tuned and untuned instruments
  - Listen and understand live and recorded music
  - Make and combine sounds musically

Science

Biology
- Identify living and non-living
- Know the basic needs of animals and humans
- Know that animals and humans have offspring and they grow into adults
- Know simple food chains
- Learn about habitats and microhabitats
- Observe and describe how seeds and bulbs grow into plants
- Find out what plants need to survive

Chemistry
- Identify and compare uses of different materials
- Find out how the shape of solid objects made from some materials can be changed by squashing, bending, stretching and twisting

History (KS1)

Pupils will be taught about:
- Changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life
- Events beyond living memory that are significant nationally or globally
  - The lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods
- Significant historical events, people and places in their own locality.

Physical Education (KS1)

- Master basic movements e.g. running jumping, catching, throwing, balance, agility and co-ordination
- Participate in team games
- Perform dances using simple movement

Religious Education

- Children begin to recall and name different beliefs and main festivals
  - Children can recognise different religious symbols and know their relevance
  - Children begin to explore daily practices and rituals of religions
  - Children explore a range of sources of wisdom and the traditions from which they come.
- Children look at how an appreciation of religion plays an important role in the lives of some people.
- Children look at and appreciate how many people's values are an important aspect of their lives.