Curriculum Overview for Year 2

English Art & Design Computing To use a range of materials creatively to design and make **Composition** Recognise common uses of information To use drawing, painting and sculpture to develop and Make some apt word choices and add detail to interest the reader (e.g. using adjectives and simple noun phrases) technology beyond school. share their ideas, experiences and imagination With adult support, recognise the main features of a given model To develop a wide range of art and design techniques in Use technology safely and respectfully, keeping personal information private; using colour, pattern, texture, line, shape, form and space Vocab, grammer and punctuation identify where to go for help and To know about the work of a range of artists, craft makers support when they have concerns Use a variety of word types with growing confidence and appropriateness in their writing: adjectives, nouns and verbs. and designers, describing the differences and similarities about content or contact on the between different practices and disciplines, and Independently compose and write sentences using correct grammatical patterns for: simple and extended . internet or other online technologies. making links to their own work. Use punctuation: In most sentences to demarcate: full stops and capital letters. Geography **PSHCE** basic geographical vocabulary to refer to: § key physical features, including: R22. about how to treat themselves and others with beach, cliff, coast, forest, hi h, sea, ocean, river, soil, valley, respect; how to be polite and courteous egetation, season and weather § key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop R23. to recognise the ways in which they are t **Mathematics** se simple compass directions (North, South, East and West) and locational and same and different to others directional language [for example, near and far; left and right], to describe the location of features and routes on a map now to talk about and share their opinion use world maps, atlases and globes to identify the United Kingdom and it things that matter to them countries, as well as the countries, continents and oceans studied at this k count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward stage 4. how to listen to other people and play and work se aerial photographs and plan perspectives to recognise landmarks and basic recognise the place value of each digit in a two-digit number (tens, ones) human and physical features; devise a simple map; and use and construct basic symbols in a key identify, represent and estimate numbers using different representations, including the number line Music Modern compare and order numbers from 0 up to 100; use <,> and = signs Languages read and write numbers to at least 100 in numerals and in words § use place value and number Listen with concentration and understanding to a facts to solve problems. range of high-quality live and recorded music. heir voices expressively and creatively by singing N/A songs and speaking chants and rhymes. **History** Play tuned and un-tuned instruments musically. Science events beyond living memory that are significant nationally or globally • Explore and compare the differences between things Religious **Physical** that are living, dead, and things that have never been alive. changes within living memory. Where appropriate, **Education** ese should be used to reveal aspects of change in **Education** • Identify that most living things live in habitats to national life Can master basic movements such as running and begin to apply which they are suited and describe how different these in a range of activities on Trent locally agreed syllabus: KS1 Objectives. habitats provide for the basic needs of different significant historical events, people and places in kinds of animals and plants, and how they depend Can master basic movements such as jumping and begin to apply their own locality oout and understand a range of religions and worldviews. on each other. these in a range of activities B. Express ideas and insights about the nature, significance and impact of • Identify and name a variety of plants and animals in religions and worldviews. Can demonstrate agility, balance, co-ordination their habitats, including micro-habitats C. Gain and deploy the skills needed to engage seriously with religions and Can co-operate in physical activities Can compete against self in worldviews.

a range of increasingly challenging situations