

Year 2 Curriculum Overview

English Reading - Develop phonics until decoding secure - Read common suffixes - 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		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 ÷ symbol - Recognise commutative property of multiplication Geometry & Measures - Know & 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 & arrange mathematical objects - Use terminology of position & movement Fractions - Find & write simple fractions - Understand equivalence of e.g. $\frac{2}{4} = \frac{1}{2}$ Data - Interpret simple tables & pictograms - Ask & answer comparison questions - Ask & answer questions about totalling	
Science - Differentiate living, dead & non-living - Know that living things live in habitats to which they are suited - Describe how different habitats provide for the needs of different animals & plants - Identify & name a variety of plants & animals in their habitats, including microhabitats - Compare animals in familiar habitats with animals found in less familiar habitats - Observe & describe how seeds & bulbs grow & what they need to stay healthy - Understand the life-cycles of animals including humans - Understand the basic needs of animals, including humans - Describe ways for people to stay healthy - Identify & compare uses of different materials based on their suitability - Discover how the shape of some objects can be changed - Think about unusual & creative uses for everyday materials	Geography (KS1) - Name & locate the world's seven continents & five oceans - Name, locate & identify characteristics of the four countries & capital cities of the UK & its seas - Understand geographical similarities & differences between a small area of the UK & of a contrasting non-European country - Identify seasonal & daily weather patterns in the UK & the location of hot & cold areas of the world - Use basic geographical vocabulary to refer to key physical & human features - Use world maps, atlases & globes - Use simple compass directions & directional language - Use aerial photographs & plan perspectives to recognise features & landmarks; devise a map using basic symbols in a key - Use fieldwork & observational skills to study the geography of the school & its grounds, & the human & physical features of the local environment	Art & Design (KS1) - Use a range of materials - Use drawing, painting & sculpture - Develop techniques of colour, pattern, texture, line, shape, form & space - Learn about range of artists, craftsmen & 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 & respectfully - Recognise uses of IT outside of school
History (KS1) - Changes in living memory (linked to aspects of national life where appropriate) - Events beyond living memory with national/global significance - Lives of significant historical figures, including comparison of those from different periods - Significant local events, people & places	Design & Technology (KS1) - Design purposeful, functional & appealing products based on design criteria - Generate, model & communicate ideas eg by talking, drawing, templates etc - Use a range of tools & equipment to perform practical tasks eg cutting, shaping, joining & finishing - Use a wide range of materials & components, including construction materials, textiles & ingredients, according to their characteristics - Explore & evaluate a range of existing products, including their own, against design criteria - Build structures, explore how they can be made stronger, stiffer & more stable - Explore & use mechanisms eg levers, sliders, wheels & axles	Physical Education (KS1) - Master basic movement, e.g. running, jumping, throwing, catching, balance, agility & co-ordination - begin to apply these in a range of activities - Participate in team games - Perform dances using simple movement patterns	Music (KS1) - Sing songs, speak chants & rhymes - Play tuned & untuned instruments musically - Listen with concentration & understanding to live & recorded music - Experiment with, make & combine sounds musically