Curriculum Overview for Year 2

English Art & Design Computing -Use a range of materials Reading Writing Grammar -Understand use of algorithms -Name letters of the alphabet. -Leave spaces between words -Use drawing, painting and sculpture -Match graphemes for all phonemes. -Write & test simple programs -Read accurately by blending sounds. -Spell very common exception words. -Begin to use basic punctuation -Develop techniques of colour, pattern, texture, line, -Use logical reasoning to make predictions -Read common exception words and -Spell days of the week. (!!.) shape, form and space -Organise, store, retrieve & manipulate data words with suffixes. -Use very common prefixes and -Use capital letters for -Learn about range of artists, craftsmen and designers Communicate online safely and respectfully -Read contractions and understand suffixes. proper nouns. -Recognise uses of IT outside of school -Form lower case letters correctly. their purpose. -Read phonics books aloud. -Form capital letters and digits. **Speaking and Listening** -Link reading to own experiences. -Compose sentences orally before -Listen and respond appropriately -Join in with predictable phrases. -Ask relevant questions writing -Discuss significance of title and events -Reread writing to check for sense -Maintain attention and participate and make simple predictions. -Read own writing to peers or -Listen to and discuss texts, retell teachers. **Design & Technology** Geography -Write simple dictated sentences stories and discuss characteristics. -Discuss reading with others -Distinguish between homophones develop reading for pleasure. and near homophones. Design purposeful, functional & appealing products -Generate, model & communicate ideas -Name & locate world's continents and oceans -Use range of tools & materials to complete **Mathematics** -Compare local area to a non-European country practical tasks -Use basic vocabulary to describe a less familiar area Evaluate existing products & own ideas Number/Calculation **Geometry and Measures Fractions** Use aerial images and other models to create simple -Know 2, 5, 10x tables -Know and use standard measures -Find and write simple fractions plans and maps, using symbols -Understand equivalence of -Begin to use place value (T/U) -Read scales to nearest whole unit -Use simple fieldwork and observational skills to e.g. 2/4 = 1/2-Count in 2s, 3s, 5s & 10s –Use symbols for £ and p and - Study the immediate environment Build and improve structure & mechanisms -Identify, represent & estimate numbers add/subtract simple sums of less than -Understand where food comes from -Compare / order numbers, inc. < > = **Statistics** £1 or in pounds -Interpret simple tables & -Write numbers to 100 -Tell time to the nearest 5 minutes -Know number facts to 20 (+ related to 100) -Identify & sort 2-d & 3-d shapes pictograms Languages Modern Music -Use x and ÷ symbols -Ask & answer comparison -Identify 2-d shapes on 3-d surfaces -Recognise commutative property of questions -Order and arrange mathematical multiplication -Ask & answer questions objects about totalling -Add and subtract mentally and with objects -Use terminology of position & -Listen & engage 1 and 2 digit numbers. movement -Know some foreign words -Understand and use the inverse relationship -Show understanding of some simple phrases between addition and subtraction -Play tuned & untuned instruments musically -Join in with songs, poems and rhymes -Listen & understand live and recorded music -Make and combine sounds musically Science **History British History (taught chronologically) Biology** -Stone Age to Iron Age Britain, including: **Education** Religious Education Physical ₂ -Differentiate living, dead and non-living - hunter-gatherers and early farmers Basic needs of animals & offspring - Bronze age religion, technology & travel -Simple food chains & habitats - Iron age hill forts Chemistry -Worship, Pilgrimage, and sacred places -Master basic movements. -Identify and compare uses of different materials -Symbols and religious expression -Participate in team games. -Compare how things move on different surfaces Follow Devon's Agreed Syllabus **Broader History Study** -Perform dances using simple movements. A local history study -Develop water confidence and swimming proficiency. **Physics** -Simple forces **Key Events** -Season. e.g. Bonfire night Events of local importance

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