Curriculum Overview for Year 2

English			Art & Design
 Reading Develop phonics until decoding is secure Read common suffixes Read phonics appropriate books 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 Number/Calculation Know 2, 5, 10 X table Use place value (T/O) 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 ÷ symbols Recognise the commutative property of multiplication 	 Writing Spell by segmenting into phonemes Learn to spell common exception words Spell using common suffixes Use appropriate size letters & spaces Develop positive attitude & stamina for writing Plan ideas for writing Record ideas sentence by sentence Proof read & add changes Mathematics Geometry & Measures Know & use standard measure Read scales to the nearest who unit Use symbols for £ and p & add/subtract less than £1 Tell time to the nearest 5 min Identify & sort 2D & 3D shape 	 Articulate & justify answers Initiate & respond to comments Use spoken language to develop understanding Fractions Fractions Find & write simple fractions Understand equivalence of e.g. 2/4 = 1/2 Data Interpret simple tables & pictograms Ask & answer comparison questions Ask & answer questions about 	 Sketch and draw to record experiences & feelings Use colour on a large scale Overlap & overlay to create effects Print with a range of objects Discuss the regular & irregular Design & Dechnology Have own ideas & plan what to do next Explain purpose of product, how it will work and how it will be suitable for the user Describe design using pictures, words, models, diagreens, begin to use ICT Choose suitable tools & materials & explain what Evaluate the product; what went well, what to change Know the difference between helpful and unhelpful choices Know that makes a group work well and what does not
 Science Notice that animals have offspring Find out about and describe the basi Describe the importance for humans the right amounts of different types hygiene Explore & compare the living, dead a Identify & describe different habitats Explain how food chains work Observe & describe how seeds and b Find out & describe how plants need suitable temperature to grow and state Identify & compare the suitability of Find out how the shapes of solid obje some materials can be changed 	c needs of animals of exercise, eating of food, and and non-living s & micro-habitats pulbs grow water, light and a ay healthy everyday materials	vents within living memory vents beyond living memory gnificant historical events, people, places in	 Know healthy and unhealthy choices Know it is important to tell the truth Know that our bodies are private Physical Education Describe the effects of exercise before, during & after Explain how to keep healthy Copy & repeat actions with control & coordination Evaluate by discussing differences & how to improve Create a short dance Change rhythm, speed, level & direction Use a tactic in a game & follow the rules Create a sequence which follows a set of rules Work individually & with a partner

Computing

- Explain why passwords & personal information should be kept private & how to stay safe online
- Save & open files
- Use technology to organise & present ideas Give & follow instructions
- Understand & talk about an algorithm
- Use programming software to make something move
- Make & save a chart or graph & discuss the data
- Use logical reasoning to predict outcomes

- Geography Name and locate the world's seven continents and five oceans
- Use world maps to locate countries of main significance to them on the world map
- Identify geographical similarities and differences
- Identify hot and cold areas of the world
- Talk about how people can affect the local environment they live in
- Recognise human & physical features on photos & plans Create a simple map using symbols and a simple key
- Use world maps, atlases and globe to identify the UK and its countries

Music

- Sing with a sense of melody
- Play sounds linked with a symbol
- Perform simple patterns & accompaniments keeping to a steady pulse
- Respond to given starting points
- Control a musical instrument so that it sounds correct Listen to & understand how to improve composition
- Create short musical patterns
- Investigate long & short sounds
- Explore changes in pitch

Religious

Education

- Suggest meanings for religious actions and symbols Explore and connect similarities and differences between 3 different religions
- Express ideas about prayer, faith stories and special books
- Understand and respond to how everyday actions and artefacts connect to beliefs and values
- Ask questions and give opinions about why religions and worldviews might influence morality
- Investigate & explain what makes some things special