



CURRICULUM 2016/17 OVERVIEW FOR YEAR 2

English

Reading

- Develop phonics until decoding secure
- Read common suffixes
- Read & re-read phonic-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

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

Music

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

Design & Technology

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

History

Key Concepts

- Changes in living memory (linked to aspects of national life where appropriate)

Key Individuals

- Lives of significant historical figures, including comparison of those from different periods
- Significant local people

Key Events

- e.g. Bonfire night
- Events of local importance

Physical Education

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

Art & Design

- Use a range of materials
- Use drawing, painting and sculpture
- Develop techniques of colour, pattern, texture, line, shape, form and space
- Learn about range of artists, craftsmen and designers

Geography

- Name & locate world's continents and oceans
- Compare local area to a non-European country
- Use basic vocabulary to describe a less familiar area
- Use aerial images and other models to create simple plans and maps, using symbols
- Use simple fieldwork and observational skills to study the immediate environment



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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 \times and \div symbols
- Recognise commutative property of multiplication

Geometry & Measures

- Know and use standard measures
- Read scales to nearest whole unit
- Use symbols for \pounds and p and add/subtract simple sums of less than $\pounds 1$ 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 and arrange mathematical objects
- Use terminology of position & movement

Data

- Interpret simple tables & pictograms
- Ask & answer comparison questions
- Ask & answer questions about totalling

Fractions

- Find and write simple fractions
- Understand equivalence of e.g. $\frac{2}{4} = \frac{1}{2}$

Science *(Using Kent Syllabus)*

Plants:

- Observe and describe how seeds and bulbs grow into mature plants
- Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy.

Animals including Humans:

- Notice that animals, including humans, have offspring which grow into adults
- Find out about and describe the basic needs of animals, including humans, for survival (water, food and air)
- Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene.

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- Observe and describe how seeds and bulbs grow into mature plants
- Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy.

Use of Everyday Materials:

- Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses
- Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.

Modern Languages

Not required

Computing

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

Religious Education

Judaism

- Celebration
- Belonging
- Story/Leaders & Teachers
- Symbols

Christianity

- Believing
- Celebration:
 - Christmas – focus on Light
 - Easter – focus on going with the crowd, Palm Sunday and Good Friday
- Leaders & Teachers
- Story
- Symbols
- Belonging

Hinduism

- Story
- Celebration
- Symbols
- Belonging