

In English and Maths...

Telling time to the nearest 15 or 5 minutes

Exploring how to find different amounts with coins

Add and subtract 2 digit numbers

Learn 2,5 and 10 times tables

Recall doubles, halves and number bonds

Write a simple rhyming poem

Learn how and why we use onomatopoeia

Write a recount in first person

Write a fact file

Write a fictional story

To explore traditional tales

Apply a variety of spelling, grammar and punctuation to writing



How you can help at home...

Conduct your own senses experiments

<http://www.bbc.co.uk/guides/zxy987h>

Learn about Picasso

Practise spelling, punctuation and

What we will find out...

What are superhero powers?

What are super human powers?

Who is a real life hero?

What makes a healthy lifestyle?

How do we keep a balanced diet?

Identify and explore the 5 senses

How to identify places around the world and features of our world

Design and make our own role play area

Explore habitats and microhabitats

What artists used pop art to express themselves

How to create our own comic strip

Designing and making our own puppet or cape.

And so much more...



Curriculum Overview for Year 2

<p style="text-align: center;">English</p> <p>Reading</p> <ul style="list-style-type: none"> • 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 <p>Writing</p> <ul style="list-style-type: none"> • 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 <p>Grammar</p> <ul style="list-style-type: none"> • Use . ! ? , and ' <ul style="list-style-type: none"> • Use simple conjunctions • Begin to expand noun phrases • Use some features of standard English <p>Speaking & Listening</p> <ul style="list-style-type: none"> • Articulate & Justify answers • Initiate & respond to comments • Use spoken language to develop understanding 	<p style="text-align: center;">Art & Design (KS1)</p> <ul style="list-style-type: none"> • 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 	<p style="text-align: center;">Computing (KS1)</p> <ul style="list-style-type: none"> • Understand use of algorithms • Write & test simple programs <ul style="list-style-type: none"> • Use logical reasoning to make predictions • Organise, store, retrieve & manipulate data • Communicate online safely and respectfully • Recognise uses of IT outside of school 	
<p style="text-align: center;">Mathematics</p> <p>Number/Calculation</p> <ul style="list-style-type: none"> • 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 $+$ symbols • Recognise commutative property of multiplication <p>Geometry & Measures</p> <ul style="list-style-type: none"> • Know and 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 and arrange mathematical objects • Use terminology of position & movement <p>Fractions</p> <ul style="list-style-type: none"> • Find and write simple fractions • Understand equivalence of e.g. $\frac{2}{4} = \frac{1}{2}$ <p>Data</p> <ul style="list-style-type: none"> • Interpret simple tables & pictograms • Ask & answer comparison questions • Ask & answer questions about totalling 	<p style="text-align: center;">Design & Technology (KS1)</p> <ul style="list-style-type: none"> • Design purposeful, functional & appealing products <ul style="list-style-type: none"> • Generate, model & communicate ideas • Use range of tools & materials to complete practical tasks <ul style="list-style-type: none"> • Evaluate existing products & own ideas • Build and improve structure & mechanisms • Understand where food comes from 	<p style="text-align: center;">Geography (Y2)</p> <ul style="list-style-type: none"> • 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 	
<p style="text-align: center;">Science</p> <p>Biology</p> <ul style="list-style-type: none"> • Differentiate living, dead and non-living • Growing plants (water, light, warmth) • Basic needs of animals & offspring • Simple food chains & habitats <p>Chemistry</p> <ul style="list-style-type: none"> • Identify and compare uses of different materials • Compare how things move on different surfaces 	<p style="text-align: center;">History (KS1)</p> <p>Key Concepts</p> <ul style="list-style-type: none"> • Changes in living memory (linked to aspects of national life where appropriate) <p>Key Individuals</p> <ul style="list-style-type: none"> • Lives of significant historical figures, including comparison of those from different periods • Significant local people <p>Key Events</p> <ul style="list-style-type: none"> • e.g. Bonfire night • Events of local importance 	<p style="text-align: center;">Modern Languages</p> <p style="text-align: center;">Not required at KS1</p>	<p style="text-align: center;">Music (KS1)</p> <ul style="list-style-type: none"> • Sing songs • Play tuned & untuned instruments musically <ul style="list-style-type: none"> • Listen & understand live and recorded music • Make and combine sounds musically
		<p style="text-align: center;">Physical Education (KS1)</p> <ul style="list-style-type: none"> • Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination • Participate in team games • Perform dances using simple movement • <i>Swimming proficiency at 25m (KS1 or KS2)</i> 	<p style="text-align: center;">Religious Education</p> <p style="text-align: center;">Continue to follow locally-agreed syllabus for RE</p>