Curriculum Overview for Year 2 ~ Autumn Term 2017 (Lighthouses)

English

Reading

- Decode phonics, read accurately by blending sounds in words.
- Read and re-read books closely matched to phonic knowledge.
- Read common 'exception' words (e.g. 'said', 'come' and 'some').
- Read and listen to, discuss and express views about stories and non-fiction; make predictions.
- Discuss events in books and how items of information are related.
- Discuss books, taking turns and listening to what others say; explain own understanding.

• Count in steps of 2, 3 and 5 from 0

in a 2-digit number (tens, ones).

• Identify, represent and estimate

• Read and write numbers to at least

• Use place value and number facts to

100; use >, < and = signs.

100 in numerals and words.

Writing

- Spell by segmenting into phonemes.
- Spell common 'exception' words.
- Form letters and numbers correctly; use appropriate spacing between words.
- Write for different purposes and about real events.
- Plan/say out loud what they are going to write about.
- Write down key words, including new vocabulary.
- Record what they want to say; begin to check that their writing makes sense.
- Begin to evaluate their writing with the teacher.

Grammar

- Use capital letters, ., ? and finger
- Use adjectives to add description.
- Use conjunctions (e.g. 'and', 'but' and 'because
- Use adverbials to sequence events (e.g. 'First', 'After that' and 'Sometime later').

Writing to entertain: story writing related to The Lighthouse Keeper's Lunch, Grace Darling and Mary Anning. Writing to inform: Animal lifecycles posters.

Art & Design

- Use a range of materials creatively.
- Use drawing and sculpture to develop and share ideas, experiences and imagination.
- Develop techniques in using colour, pattern, texture, line, shape, form and space.
- Learn about the work of a range of artists, describing differences/similarities with others, and make links to own work.

Learn about the work including Paul Signac Create own lighthouse

of Pointillist painters and Joseph M Dunn. paintings.

Computing

- Understand the use of algorithms; understand that programs execute algorithms by following precise and unambiguous instructions.
 - Create and debug simple programs.
 - Use logical reasoning to make predictions.
 - Use technology to create and store digital
 - Recognise uses of IT beyond school.

Input instructions into a program and watch it execute, debugging mistakes when necessary. Create lighthouse pictures using a range of tools from Dazzle Plus.

Design & Technology

- Design products based on design criteria.
- Generate/communicate ideas through talking and drawing.
- Use a range of tools, equipment and materials.
- Explore/evaluate a range of existing products.
- Understand where food comes from and use the basic principles of a healthy and varied diet to prepare dishes.
 - Evaluate finished products against design

Design and make a hand puppet; Design and make a healthy lunch for Mr Grinling, the Lighthouse Keeper.

Geography

- Use atlases to name and locate the four countries and capital cities of the UK and its surrounding seas
- Understand geographical similarities/differences through studying a small area of the UK.
- Use basic geographical vocabulary referring to key human and physical features.
- Use simple compass directions and locational/directional language to describe the location of features and routes on

An island home ~ Linked to work on Katie Moraq.

Addition and Subtraction Mathematics

- Recall and use + and facts to 10/20; derive and use related facts up to 100.
- Understand that addition of two numbers can be done in any order (commutative and in tens from any number, forward
- Add and subtract 1-digit and 2-digit • Recognise the place value of each digit numbers using concrete objects, pictorial representations and mental methods.
 - Recognise and use the inverse relationship between addition and subtraction.
- Compare and order numbers from 0 to Solve problems with addition and subtraction.

Multiplication and Division

• Recall, use and write x and ÷ facts for the 2, 5 and 10 multiplication tables; recognising odd and even numbers.

• Solve problems involving x and ÷. • Show that multiplication of two

numbers can be done in any order (commutative law).

Measurement: Money

- Recognise and use symbols of pounds (£) and pence (p); combine amounts to make a particular value.
- Find different combinations of coins that equal the same amounts of
- Solve simple money prob<u>lems</u> in a practical context involving + and – and giving change.

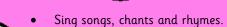
PSHE & Citizenship

Myself and My Relationships:

- Beginning and Belonging. Family and Friends.
- Anti-bullying.

Whole school 'Cultural Links' project and celebration of 'Friendship Week' in November.

Music



- Play tuned and untuned instruments. Listen to a range of high-quality live and recorded music.
- Experiment with, and combine sounds.

Science

solve problems.

Place Value

and backward.

numbers to 100.

Working scientifically:

- Ask simple questions and recognise that they can be answered in different ways.
- Use observations and ideas to suggest answers to
- Gather and record data to help in answering questions.

Animals, including humans:

- Notice that 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.

History

Learn about the lives of significant individuals in the past who have contributed to national achievements.

> Learn about the life of a famous person from the past and compare to the children's own lives by exploring similarities and differences: Grace Darling and Mary Anning.

Physical ,

Education

- Develop balance and co-ordination, and begin to apply these to dance activities.
- Perform dances using simple movement patterns.
- Participate in partner and team games, developing simple tactics for attacking and defending.

Dance: Explore movement ideas. Perform short dances that communicate ideas and feelings for a Seaside Dance.

Games: Improve co-ordination and control when using equipment or playing simple games.

Religious

Education

• Express ideas about

Recall and name different symbols, beliefs and practices (including festivals, worship, rituals and ways of life) related to different communities and explore meanings behind them, appreciating some similarities.

How do Christians and Jews celebrate the fruitfulness of the earth? How are they 'generous' to others?

Christian Festival: Christmas - focus on Advent through the concept of 'Symbols of Light'.

Jewish Festivals: Rosh Hashanah (the New Year); Yom Kippur (the Day of Atonement); Hanukkah (the Festival of Lights).

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