Curriculum Overview for Year 2 ~ Autumn Term 2019

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.

English

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

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').

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

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.

Place Value

Mathematics

- Count in steps of 2, 3 and 5 from 0 and in tens from any number, forward and backward.
- Recognise the place value of each digit in a 2-digit number (tens, ones).
- Identify, represent and estimate numbers to 100.
- Compare and order numbers from 0 to Solve problems with addition and 100; use >, < and = signs.
- Read and write numbers to at least 100 in numerals and words.
- Use place value and number facts to solve problems.

Addition and Subtraction

teacher.

- 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
- Add and subtract 1-digit and 2-digit numbers using concrete objects, pictorial representations and mental methods.
- Recognise and use the inverse relationship between addition and subtraction.
- 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).
- Recognise and use symbols of pounds 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

Measurement: Money

- (£) and pence (p); combine amounts to
- - involving + and and giving change.

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

Geography

- name and locate the four • Use atlases to capital cities of the UK countries and 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

PSHE &

Citizenship

- Myself and My Relationships: Beginning and Belonging;
- Family and Friendships;
- Anti-bullying.

Whole School celebration of 'Friendship Week' in November

Music

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

Science

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. (Grace Darling and Mary Anning)
- Know where people and events fit within the chronological framework, and identify similarities and differences between wa<u>us of</u> life in different periods

Physical

apply these to dance activities.

Develop balance and

Education

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

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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