Curriculum Overview for Year 2 ~ Autumn Term 2018

English Art & Design • Use a range of materials creatively. Writing Reading Grammar • Use drawing and sculpture to develop and share ideas, • Decode phonics, read accurately Spell by segmenting into phonemes. • Use capital letters, ., ? and finger experiences and imagination. Spell common 'exception' words. by blending sounds in words. spaces. Develop techniques in using colour, pattern, texture, line, Form letters and numbers correctly; use • • Use adjectives to add • Read and re-read books closely shape, form and space. appropriate spacing between words. description. matched to phonic knowledge. Learn about the work of a range of artists, describing Write for different purposes and about • Use conjunctions (e.g. Read common 'exception' words differences/similarities with others, and make links to own real events. 'and', 'but' and 'be (e.g. 'said', 'come' and 'some'). work. • Plan/say out loud what they are going to • Use adverbials to sequence events Read and listen to, discuss and • write about. (e.g. 'First', 'After that' and express views about stories and • Write down key words, including new 'Sometime later'). vocabulary. non-fiction; make predictions. Record what they want to say; begin to Discuss events in books and how check that their writing makes sense. items of information are related. Begin to evaluate their writing with the Discuss books, taking turns and **Design & Technology** • teacher. listening to what others say; Design products based on design criteria. explain own understanding. Generate/communicate ideas through talking and drawing. Use a range of tools, equipment and materials. **Addition and Subtraction** • Solve problems involving x and \div . Explore/evaluate a range of existing products. Mathematics. • Show that multiplication of two Understand where food comes from and use • Recall and use + and – facts to 10/20; • numbers can be done in any order the basic principles of a healthy and • derive and use related facts up to 100. **Place Value** (commutative law). varied diet to prepare dishes. • Understand that addition of two numbers Evaluate finished products against design • Count in steps of 2, 3 and 5 from 0 can be done in any order (commutative and in tens from any number, forward law). **Measurement: Money** criteria. and backward. • Add and subtract 1-digit and 2-digit • Recognise and use symbols of pound • Recognise the place value of each digit numbers using concrete objects, pictorial (\pounds) and pence (p); combine amounts t in a 2-digit number (tens, ones). representations and mental methods. make a particular value. • Identify, represent and estimate • Recognise and use the inverse relationship • Find different combinations of coins numbers to 100. between addition and subtraction. that equal the same amounts of PSHE & Citizenship • Compare and order numbers from 0 to • Solve problems with addition and money. 100; use >, < and = signs. subtraction. • Solve simple money • Read and write numbers to at least 100 Multiplication and Division problems in a practical in numerals and words. • Recall, use and write x and ÷ facts for the context **Beginning and Belonging** • Use place value and number facts to involving 2, 5 and 10 multiplication tables; • Citizenship – rights, rules and responsibilities. solve problems. + and - and recognising odd and even numbers. giving change. **Feelings and Friendships:** • Myself and My Relationships – emotions. • Myself and My Relationships - anti-bullying. Science History Whole School celebration of 'Friendship Week' in November • Learn about the lives of significant individuals in the past Working scientifically: who have contributed to national achievements. • Ask simple questions and recognise that they can be Education (Grace Darling and Mary Anning) **Physical** answered in different ways. • Know where people and events fit within the chronological • Use observations and ideas to suggest answers to questions. framework, and identify similarities and differences between Gather and record data to help in answering questions. • ways of life in different periods • Develop balance and co-ordination, and begin to apply Animals, including humans: these to dance activities. • Notice that humans have offspring which grow into adults. Perform dances using simple movement patterns. Find out about and describe the basic needs of animals, • Participate in partner and team games, developing simple including humans, for survival (water, food and air). tactics for attacking and defending. Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene.

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 content.

ame and locate the four

pital cities of the UK and

• Recognise uses of IT beyond school.

Geography

• Use atlases to countries 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 a map.

