



New Curriculum Overview for Year 2

<p>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 <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 <p>Grammar</p> <ul style="list-style-type: none"> • Use full stops, capital letters, exclamation marks, question marks, commas for lists and apostrophes for contracted forms • Use simple conjunctions • Begin to expand noun phrases • Use some features of standard English 	<p>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>Computing (KS1)</p> <ul style="list-style-type: none"> • Understand use of algorithms • Write & test simple programs • Use logical reasoning to make predictions • Organise, store, retrieve & manipulate data • Communicate online safely and respectfully 	
<p>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 • Compare / order numbers, inc. < > = • Write numbers to 100 • Know number facts to 20 (+ related to 100) • Use x and + symbols <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 and 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 	<p>Design & Technology (KS1)</p> <ul style="list-style-type: none"> • Perform simple, useful, practical tasks • Explore different materials • Communicate ideas through drawing modelling & ICT if appropriate • Appreciate and evaluate design 	<p>Geography</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>Science</p> <p>Biology</p> <ul style="list-style-type: none"> • Differentiate living, dead and non-living • Growing plants • 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 <p>Physics</p> <ul style="list-style-type: none"> • Movement: compare how things move, including speed, etc. 	<p>History</p> <p>Key Concepts</p> <ul style="list-style-type: none"> • Nation, civilisation, monarchy, parliament, democracy, war & peace <p>Key Individuals</p> <ul style="list-style-type: none"> • e.g. Florence Nightingale, Isaac Newton, etc. <p>Key Events</p> <ul style="list-style-type: none"> • e.g. Bonfire night • Events of local importance <p>(Individuals & events examples common to KS1)</p>	<p>Modern Languages</p> <p>Not required at KS1</p>	<p>Music (KS1)</p> <ul style="list-style-type: none"> • Sing songs • Use voice expressively • Listen & understand live and recorded music • Make and combine sounds musically
		<p>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 	<p>Religious Education</p> <p>Continue to follow locally-agreed syllabus for RE</p>