Curriculum Overview for Year 2

English

Reading:
Match graphemes for all phonemes
Read accurately by blending sounds
Read words with very common suffixes
Read contractions & understand purpose
Read phonics books aloud
Link reading to own experiences
Join in with predictable phrases
Discuss significance of title & events
Make simple predictions

Writing:
Name letters of the alphabet
Spell very common 'exception' words
Spell days of the week
Use very common prefixes & suffixes
Form lower case letters correctly
Form capital letters & digits
Compose sentences orally before writing
Read own writing to peers or teachers

Grammar:
Leave spaces between words
Begin to use basic punctuation: . ? !
Use capital letters for proper nouns.
Use common plural & verb suffixes

Speaking & Listening:
Listen & respond appropriately
Ask relevant questions
Maintain attention & participate

Art & Design

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

Computing

Understand use of algorithms
Write & test simple programs
Use logical reasoning to make predictions
Organise, store, retrieve & manipulate data
Communicate online safely and respectfully
Recognise uses of IT outside of school

Mathematics

Number/Calculation:
Count to / across 100
Count in 1s, 2s, 5s and 10s
Identify 'one more' and 'one less'
Read & write numbers to 20
Use language, e.g. 'more than', 'most'
Use +, - and = symbols
Know number bonds to 20
add and subtract one-digit and two digit numbers to 20, including zero
Solve one-step problems, including simple arrays

Geometry & Measures:
Use common vocabulary for comparison, e.g. heavier, taller, full, longest, quickest
Begin to measure length, capacity, weight
Recognise coins & notes
Use time & ordering vocabulary
Tell the time to hour/half-hour
Use language of days, weeks, months & years
Recognise & name common 2-d and 3-d shapes
Order & arrange objects

Describe position & movement, including half and quarter turns

Fractions:
Recognise & use ½ & ¼

Design & Technology

Design purposeful, functional & appealing products
Generate, model & communicate ideas
Use range of tools & materials to complete practical tasks
Evaluate existing products & own ideas
Build and improve structure & mechanisms
Understand where food comes from
Use basic principles of a healthy and varied diet to prepare dishes

Geography

Use world maps, atlases and globes
Describe location, features and routes on a map
Name & locate world's continents and oceans
Compare local area to a non-European country using human and physical characteristics
Use basic geographical vocabulary: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season, weather, city, town, village, factory, farm, house, office, port, harbour, shop
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

PSHE

- Health and wellbeing
- Relationships
- Living in the wider world

Music

Develop a sense of pulse, rhythm, pitch, mood and structure through a vocal aural approach
Sing songs and use voices expressively
Play tuned & untuned instruments musically
Listen & understand live and recorded music
Make and combine sounds using the interrelated dimensions of music

Science

- Use practical scientific methods

Plants:
- Differentiate living, dead and non-living
- Growing plants from seeds (water, light, warmth)

Animals including Humans:
- Basic needs of animals & offspring
- Importance of exercise, food and hygiene

Living things and their habitats:
- Differentiate living, dead and never lived
- Habitats provide for basic needs
- Name plants and animals in their habitats
- Simple food chains

Materials:
- Identify and compare uses of different materials
- Compare how shapes of solids can be changed

History

- Changes in living memory – Railway to Scarborough
- **Key Individuals:**
- Lives of significant historical figures, including comparison of those from different periods – Guy Fawkes, George Stephenson, Nelson Mandela
- Significant local people – John Graeme, Amy Johnson (Sewerby Hall)
- **Key Events**
- Gunpower plot
- Development of the railway

Physical Education

- Master basic movement including running, jumping, throwing, catching, balance, agility and co-ordination
- Participate in team games
- Perform dances using simple movement

Religious Education

How should we care for others and the world, and why does it matter?
How and why do we celebrate special and sacred times?
Who is a Muslim and what do they believe?
How can we learn from sacred books?