Stafford Leys Curriculum Overview for Year 2

English Art & Design Computing Reading • Use a range of materials Writing Grammar • Understand use of algorithms Use drawing, painting and sculpture Develop phonics until reading Spell by segmenting into phonemes • Use.!?, and ' Write and test simple programs Develop techniques of colour, pattern, texture, line, secure Learn to spell common exception Use simple conjunctions Use logical reasoning to make predictions shape, form and space Read common suffixes Begin to expand nour Organise, store, retrieve and manipulate data Learn about a range of artists, craftsmen and designers Spell using common suffixes Read and re-read phonicphrases Communicate online safely and respectfully appropriate books Use appropriate size letters and Use some features Recognise uses of IT outside of school Read common exception words of standard English Discuss and express views about Develop positive attitude and Speaking & Listening fiction, non-fiction and poetry stamina for writing Articulate & justify answers Become familiar with and retell Begin to plan ideas for writing Initiate and respond to comments Record ideas sentence-by- sentence Use spoken language to develop Ask and answer questions; make Make simple additions and changes understanding predictions after proof reading. **Design & Technology** Geography Begin to make inferences • Design purposeful, functional and appealing Name and locate world's continents and products oceans Generate, model and communicate ideas Compare local area to non-European country **Mathematics** Use a range of tools and materials to (China) Number/Calculation **Geometry & Measures** complete practical tasks • Use basic vocabulary to describe a less familiar Fractions & decimals Find and write simple fractions Know 2, 5 and 10 Evaluate existing products and own idea Know and use standard measures Understand equivalence of e.g. x tables Read scales to nearest whole unit Build and improve structure and • Use aerial images and other models to create $2/4 = \frac{1}{2}$ Begin to use place value (T/U) simple plans and maps, using symbols Use symbols for £ and p and mechanisms **Statistics** Count is 2s, 3s, 5s and 10s add/subtract simple sums of less Understand where food comes from • Use simple fieldwork and observational skills Interpret simple tables and than £1 or in pounds Identify, represent and estimate to study the immediate environment pictograms numbers Tell time to the nearest 5 minutes Ask and answer comparison Compare/order numbers, inc < > Identify and sort 2-d and 3-d Modern Languages Music questions shapes Ask and answer questions about Sing songs Write numbers to 100 Identify 2-d shapes on 3-d totalling surfaces Know number facts to 20 (+ French day Play tuned and untuned instruments musically related to 100) Order and arrange mathematical Listen and understand live and Use x and ÷ symbols Use terminology of position and recorded music Recognise commutative property of multiplication Make and combine sounds musically History Science **Key Concepts** Changes in living memory (linked to aspects of national Biology life where appropriate) Religious Education Kev Individuals Physical, **Education** Living things and their habitats • Lives of significant historical figures, including Animals including humans Master basic **Easter Festival** comparison of those from different periods Chemistry movement Significant local people e.g. Thomas cook, Simon Everyday materials e.g. running, jumping, throwing, catching, de Montfort, Alec Jefferies. balance, agility and co-ordination. Participate in team games Perform dances using simple movement