

# Alverton Primary School: Curriculum Overview for Year 2

## English (Year 2)

### Reading

- Read accurately by blending, including alternative sounds for graphemes.
- Read multi-syllable words containing known graphemes.
- Read most words quickly and accurately without needing to sound them out.
- Read aloud books matched to phonic knowledge, sounding out unfamiliar words accurately.
- Read common exception words.
- Talk about, and give an opinion on, a range of texts.
- Discuss the sequence of events in books and how they relate to each other.
- Check that the text makes sense as they read and self-correct inaccurate reading
- Discuss and clarify the meanings of words, including ones that they particularly like.
- Ask and answer questions about a text.
- Begin to read non-fiction books and understand how they are structured in different ways.
- Make simple inferences based on what is being said and done.
- Predict what might happen based on reading so far.
- Take part in discussion about stories etc, explaining their understanding and listening to others.
- Become familiar with, and able to retell stories, fairy tales and traditional tales; learn and be able to recite some poems.

### Writing

- Plan what they want to write about and record their ideas.
- Orally rehearse sentences or sequences of sentences.
- Know who the audience is for their writing and why this matters.
- Write for different purposes including real events.
- Write narratives about personal experiences and those of others, both real and fictional.
- Use some time connectives.
- Writing has an appropriate beginning and ending.
- Re-read to check writing makes sense and for errors.
- Begin to use appropriate language.
- Use interesting adjectives to describe people, objects and settings.
- Begin to use other forms of description such as adverbs and similes.

### Handwriting

- Form lower-case letters of the correct size relative to one another.
- Write capital letters of appropriate size.
- Begin to use horizontal or diagonal strokes to join letters.

### Speaking and Listening

- Articulate and justify answers.
- Initiate and respond to comments.
- Use spoken language to develop understanding.

### Grammar

- Use the four main types of sentence (statement, question, exclamation, command).
- Use present and past tense correctly.
- Use some connectives and conjunctions to link ideas.
- Use apostrophes for possession and contraction.
- Use capital letters for names of people, places, days of the week and I.
- Use question marks and exclamation marks correctly.
- Use capital letters, full stops, question and exclamation marks to punctuate sentences.
- Use commas to separate items in a list.

### Spelling

- Break words into phonemes for spelling.
- Know some spellings which use variations of standard phonemes.
- Spell common exception words.
- Use suffixes to spell longer words, including -ment, -ness, -less, -ful, -ly.

## Art and Design (KS1)

- Explore the impact of materials including pencils, paper, different paints, ink, chalk, pastels and materials.
- Use a range of materials to design and make products using drawing, painting, printing and sculpture.
- Respond to a range of stimuli.
- Create art from the imagination.
- Begin to give reasons for choices.
- Develop techniques of colour, pattern, texture, line, shape, form and space.
- Use line to represent objects seen, remembered or imagined.
- Experiment and enjoys colour using a variety of tools to spread paint.
- Experiment with different materials, textures and patterns.
- Learn about a range of artists, craftsmen and designers.
- Be able to give opinions.
- Make links to own work.

## Computing (KS1)

- Use different font sizes, colours and images to communicate meaning.
- Use appropriate language in an email.
- Understand the use of algorithms.
- Write and test simple programs.
- Use logical reasoning to make predictions.
- Create, organise, store, manipulate and retrieve data.
- Recognise the use of IT outside school.
- Know what to do if they need help because of something online.
- Know what personal information is and why they need to keep it private.
- Use technology safely and respectfully.

## Design and Technology (KS1)

- Design purposeful, functional and appealing products based on design criteria.
- Generate, model and communicate ideas through talking, drawing, templates and mock-ups.
- Describe what they are making, how it works and what they need to do next.
- Use a range of tools and equipment to complete practical tasks.
- Select from and use a range of materials and components including construction materials, textiles and ingredients.
- Explore and evaluate existing products.
- Talk about developing designs.
- Consider how the finished product could be improved.
- Build and improve structures and mechanisms.
- Explore and use mechanisms in their products.
- Understand where food comes from and prepare healthy dishes.

## Geography (KS1)

- Name and locate the four countries and capitals of the UK and the world's continents and oceans.
- Understand geographical similarities and differences through comparing the human and physical geography of the local area to a non-European country.
- Identify seasonal / daily weather patterns in the UK and the location of hot and cold areas of the world.
- Use basic geographical vocabulary to refer to key physical and human features.
- Use maps, atlases and globes.
- Use simple compass directions and locational and directional language to describe the location of features on a map.
- Use aerial images and other models to recognise landmarks.
- Create simple plans and maps using symbols.
- Use fieldwork and observational skills to explore the geography of the school, its grounds and the local area.

### Number

- Count in steps of 2s, 3s and 5s, and steps of 10.
- Recognise place value in two-digit numbers.
- Compare and order numbers up to 100 using <, > and =

### Multiplication and Division

- Know 2x, 5x and 10x tables, including recognising odd & even numbers.
- Calculate mathematical statements using x and ÷ symbols.

### Fractions

- Recognise, find, name and write 1/3, 1/4, 1/2 and 3/4 of size, shape or quantity.
- Write simple fraction facts, e.g. 1/2 of 6 = 3

## Mathematics (Year 2)

### Addition and Subtraction

- Recall and use number addition/subtraction facts to 20, and derive related facts.
- Add and subtract one- and two-digit numbers mentally with objects if needed.
- Understand and use the inverse relationship between addition and subtraction.
- Use a number line when counting on and finding a difference.
- Begin to use a written method for addition and subtraction.
- Solve problems practically involving addition and subtraction of money.

### Data

- Interpret and construct simple tables, tally charts and pictograms.
- Ask and answer questions about totalling and comparing data.

### Measures

- Compare and order lengths, mass, volume and use <, > and =.
- Use scales on rulers, measuring vessels and thermometers.
- Combine amounts of money to make a value, including using £ and p symbols.
- Tell the time to the nearest 5 minutes, including drawing clocks.

### Shape

- Describe properties of 2D shapes, including number of sides and symmetry.
- Describe properties of 3D shapes, including edges, vertices and faces.
- Compare and sort 2D and 3D shapes.
- Describe rotation in terms of ¼, ½ or ¾ turns.

## Modern Languages (KS1) (Not required at Key Stage 1)

- Listen and join in with spoken language.
- Explore patterns and sounds through songs and rhymes.
- Answer simple questions.
- Appreciate stories, songs, poems and rhymes.
- Broaden vocabulary.

## Music (KS1)

- Use voices expressively and creatively by singing songs and speaking chants and rhymes.
- Play tuned and untuned instruments.
- Perform to an audience.
- Experiment with, create, select and combine sounds musically.
- Choose and control sounds using the inter-related dimensions of music.
- Listen to and understand live and recorded music.
- Identify some different instruments in a piece of music

## Science (Year 2 objectives - covered during KS1)

### Biology:

- Differentiate living, dead and non-living.
- Growing plants (water, light, warmth).
- Basic needs of animals and offspring.
- Importance of healthy lifestyle.
- Simple food chains and habitats.

### Chemistry

- Identify and compare uses of different materials.
- Compare how the shape of some objects can be changed.

### Scientific Enquiry

- Ask questions and know that there are different ways to answer them.
- Perform simple tests.
- Record findings eg as drawings of photographs or in simple prepared formats.
- Use observations and ideas to answer questions.
- Identify and classify.

## History (KS1)

- Understand chronology and an awareness of past and present.
- Understand that there are different ways that we find out about the past.
- Ask and answer simple historical questions relating to the topic using stories and other sources.
- Talk about why something happened and explain what happened as a result.
- Identify similarities and differences between ways of life in different periods.
- Talk about who was important.
- Use language relating to the passing of time and historical terms.

### Pupils will learn about:

- Changes within living memory.
- Events beyond living memory that are significant.
- The lives of significant individuals in the past, comparing aspects of life in different periods.
- Significant historical events, people and places in their own locality.

## Physical Education (KS1)

- Master basic movements, eg running, jumping, throwing and catching and begin to apply these.
- Develop balance, agility and co-ordination.
- Participate in team games, developing simple tactics.
- Perform dances using simple movements.
- Develop skills towards swimming competently and confidently using a range of strokes.
- Throw, kick and hit a ball in different ways.
- Choose appropriate rolling, kicking and hitting skills within games.

## Religious Education (KS1)

- Identify core beliefs and concepts studied and give a simple description of what they mean.
- Give examples of how stories show what people believe (eg the meaning behind a festival).
- Give simple, clear accounts of what stories and other texts mean to believers.
- Give examples of how people use stories, texts and teachings to guide their beliefs and actions.
- Give examples of ways in which believers put their beliefs into practice.
- Think, talk and ask questions about whether the ideas they have been studying have something to say to them.
- Give a good reason for the views they have and the connections they make.