Curriculum Overview for Year 2

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English			Art & Design		Computing
secure 2 Read common suffixes words 2 Read & re-read phonic-appropriate books 2 Read common 'exception' words spaces 3 Discuss & express views about fiction, non-fiction & poetry for writing 4 Become familiar with & retell stories 2 Begin to	spell common 'exception' ng common suffixes, etc. opriate size letters & positive attitude & stamina	Grammar ② Use full stops, capital letters, exclamation marks, question marks, commas for lists and apostrophes for contracted forms ② Use simple conjunctions ② Begin to expand noun phrases ② Use some features of standard English	 Use a range of materials Use drawing, painting and s Develop techniques of color shape, form and space Learn about range of artists 	ur, pattern, texture, line,	Understand use of algorithms ② Write & test simple programs ② Use logical reasoning to make predictions ② Organise, store, retrieve & manipulate data ② Communicate online safely and respectfully
Geometry Row 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	Alathematics A Measures Indicate use standard measures Indicate to nearest whole unit Inbols for £ and p and Inact simple sums of less In pounds In the to the nearest 5 minutes A sort 2-d and 3-d shapes	Fractions ? Find and write simple fractions Understand equivalence of e.g. 2/4 = 1/2 Data ? Interpret simple tables &	Design & T Perform simple, useful, prace Explore different materials Communicate ideas through ICT if appropriate Appreciate and evaluate de Modern	tical tasks n drawing modelling sign	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
 Rnow number facts to 20 (+ related to 100) Use x and ÷ symbols Order an objects 	2-d shapes on 3-d nd arrange mathematical minology of position & nt Key Concepts	Ask & answer comparison questions ange mathematical by of position & History Key Concepts		Languages red at KS1	Sing songs ② Use voice expressively ② Listen & understand live and recorded music ② Make and combine sounds musically
Biology ② Differentiate living, dead and non-living ② Growing plants ② Basic needs of animals & offspring ② Simple food chains & habitats Chemistry ② Identify and compare uses of different materials Physics ② Movement:	Nation, civilisation war & peace Key Individuals Pe.g. Florence Nig Key Events Pe.g. Bonfire night Events of local in		Physical Physical Master basic movement, e.go catching, balance, agility and Participate in team games Perform dances using simples	co-ordination	Religious Bullet 1 Education

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