

Curriculum overview for Orange Class (Year 2)

English

- Develop phonics until decoding secure
- Read words with common suffixes
- Read contractions & understand purpose
- Read and re-read phonic appropriate books aloud
- Read common exception words
- Discuss and express views about fiction, non-fiction and poetry
- Ask and answer questions; make predictions
- Begin to make inferences
- 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
- Make simple additions & changes after proof-reading
- Use . ! ? , and '
 - Use simple conjunctions
 - Begin to expand noun phrases
- Use some features of standard English Speaking & Listening
- Articulate & Justify answers
- Initiate & respond to comments
- Use spoken language to develop understanding

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

Mathematics

Number & calculations

- Know 2, 5, 10x tables
- Begin to use place value (T/U)
- Count in 2s, 3s, 5s & 10s
- Identify, represent & estimate numbers
- Compare / order numbers, inc. < > =
- Write numbers to 100
- Know number facts to 20 (+ related to 100)
- Use x and ÷ symbols
- Recognise commutative property of multiplication

- **Geometry & Measures**
- 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 nearest 5 minutes
- Identify & sort 2-d & 3-d shapes
- Identify 2-d shapes on 3-d surfaces
- Order and arrange mathematical objects
- Use terminology of position & movement

- **Data**
- Interpret simple tables & pictograms
- Ask & answer comparison questions
- Ask & answer questions about totalling

- **Fractions**
- Find and write simple fractions
- Understand equivalence Of e.g. $\frac{1}{2} = \frac{2}{4}$

Design & Technology

- Design purposeful, functional & appealing products
- Generate, model & communicate ideas
- Use a range of tools & materials to complete practical task
- Evaluate existing products and own ideas
- Build and improve structure and mechanisms
- Understand where food comes from

Geography

- Name and 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

Modern Languages

Not required at KS1

Music

- Sing songs
- Play tuned & untuned Instruments
- Listen to & understand live and recorded music
- Make and combine sounds musically

Science

Biology

- Differentiate living, dead and non-living
- Growing plants (Water, light & warmth)
- Basic needs of animals and offspring
- Simple food chains & habitats

Chemistry

- Identify and compare uses of different materials
- Compare how things move on different surfaces

History

- **Key concepts**
 - Changes in living memory
- **Key individuals**
 - Lives of key significant historical figures
- **Key Events**
 - Significant historical events, people and places in their own locality

Physical Education

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

Religious Education

- Continue to follow Diocesan plans

Education