Curriculum Overview for Year 2 – Spring

English

- To read most words quickly and accurately, building fluency.
- To competently answer questions about a given text.
- To move onto learning a range of spelling strategies to support their independent writing.
- To continue to develop skills in reading words with more than one syllable including words with common suffixes.
- To be able to read and write Common Exception Words.
- To read aloud using phonics knowledge confidently.

Reading:
introduced to non-fiction books that are structured in different ways
discussing and clarifying the meanings of words, linking new meanings to known vocabulary
discussing favourite words and phrases
Understand both the books that they can already read accurately and fluently and those that they listen to by:
- drawing on what they already know or on background information and vocabulary provided by the teacher
- checking that the text makes sense to them as they read and correcting inaccurate reading
- answering and asking questions

Writing:
writing narratives about personal experiences and those of others (real and fictional)
writing for different purposes
planning or saying out loud what they are going to write about
writing down ideas and/or key words, including new vocabulary
evaluating their writing with the teacher and other pupils
re-reading to check that their writing makes sense and that verbs to indicate time are used correctly and consistently
proof-reading to check for errors in spelling, grammar and punctuation [for example, ends of sentences punctuated correctly]
read aloud what they have written with appropriate intonation to make the meaning clear.

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

- To say how music can make us feel
- To show how music is made from a series of notes
- To create music for a purpose
- To identify there are patterns in music
- Begin to use a wider range of keyboard command such as shift and the save command
- Explore similarities between floor robots and software representations (on screen)

Mathematics

Number & Place Value
- Count in steps of 2, 3, & 5 from 0, count in tens from any number, forward or backward.
-Recognise place value in a two-digit number
-Compare and order numbers from 0 up to 100; use <, > and = signs.
-Read and write numbers to at least 100
-Use place value & number facts to solve problems.

Addition & Subtraction
-Solve problems with using increased knowledge of number bonds.
-Recall and use + & - facts to 20 fluently, and derive and use related facts up to 100

. -Add and subtract mentally using concrete objects and pictorial representations,
-Show that + can be done in any order
-Use the inverse to check calculations and missing number problems.

Multiplication & Division
-Use multiplication and division facts for the 2, 5 and 10 times tables.
-Use the x, ÷ and = signs.
-Recognise the inverse between x & ÷
-Show x & ÷ symbols

Fractions
-Recognise, find, name and write fractions 1/3, 1/4, 2/4 and 3/4.
-Recognise equivalence between fractions

Geometry
-Describe the properties of 2D and 3D-shapes and sort them.
-Describe position, direction & movement using mathematical vocabulary.
-Describe turns using half, quarter and three quarters.

Statistics
-Interpret and construct pictograms, tally charts, diagrams and tables.

Measurement
-Tell and write the time to five minutes, and draw the hands on a clock face to show these times.
-Know the minutes in an hour and hours in a day.

Design & Technology

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

Geography

- Name and locate the world's five oceans.
- Use map and atlases to identify different countries (in relation to Columbus' journey)
- Use geographical vocabulary such as city, town, village, sea, ocean.

Modern Languages

Music

Dynamics,

Timbre, Tempo and Motifs
Identifying dynamics, timbre, tempo and instruments in music heard and comparing pieces by the same composer.

Visually representing music in creative and more formal ways and learning to play and compose motifs.

Myths & Legends
Developing understanding of musical language and how timbre, dynamics and tempo affect the mood of a song.

Science

Plants

-Describe the conditions needed for plants to grow and reproduce

Materials

-Describe the suitability of materials for their function

History

- Find out about Neil Armstrong and why he wanted to go to the Moon
- Use sources as evidence to help us understand the events that took place
- Sequence the events
- Understand that historians may have different views of the events.

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

- Explore how we know how to be good by studying the 10 commandments and the 5 pillars of Islam.
- Explore worship practices in Buddhism and Hinduism.