



Yate Academy Woodlands Primary Phase Year 2 Curriculum Overview

<h3>English</h3> <p>Reading</p> <ul style="list-style-type: none"> Develop phonics until decoding secure Read common suffixes Read & re-read phonic-appropriate books Read common 'exception' words Discuss & express views about fiction, non-fiction & poetry Become familiar with & retell stories Ask & answer questions; make predictions Begin to make inferences <p>Writing</p> <ul style="list-style-type: none"> 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 <p>Grammar</p> <ul style="list-style-type: none"> Use . ! ? , and ' Use simple conjunctions Begin to expand noun phrases Use some features of standard English <p>Speaking & Listening</p> <ul style="list-style-type: none"> Articulate & Justify answers Initiate & respond to comments Use spoken language to develop understanding 		<h3>Art & Design (KS1)</h3> <ul style="list-style-type: none"> 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 	<h3>Computing (KS1)</h3> <ul style="list-style-type: none"> Understand use of algorithms Write & test simple programs Use logical reasoning to make predictions Organize, store, retrieve & manipulate data Communicate online safely and respectfully Recognise uses of IT outside of school 	
<h3>Mathematics</h3> <p>Number/Calculation</p> <ul style="list-style-type: none"> 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 <p>Geometry & Measures</p> <ul style="list-style-type: none"> 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 the 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 <p>Fractions</p> <ul style="list-style-type: none"> Find and write simple fractions Understand equivalence of e.g. $\frac{2}{4} = \frac{1}{2}$ <p>Data</p> <ul style="list-style-type: none"> Interpret simple tables & pictograms Ask & answer comparison questions Ask & answer questions about totalling 		<h3>Design & Technology (KS1)</h3> <ul style="list-style-type: none"> Design purposeful, functional & appealing products Generate, model & communicate ideas Use range of tools & materials to complete practical tasks Evaluate existing products & own ideas Build and improve structure & mechanisms Understand where food comes from 	<h3>Geography (Y2)</h3> <ul style="list-style-type: none"> 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 	
<h3>Science</h3> <p>Biology</p> <ul style="list-style-type: none"> Differentiate living, dead and non-living Growing plants (water, light, warmth) Basic needs of animals & offspring Simple food chains & habitats <p>Chemistry</p> <ul style="list-style-type: none"> Identify and compare uses of different materials Compare how things move on different surfaces 	<h3>History (KS1)</h3> <p>Key Concepts</p> <ul style="list-style-type: none"> Changes in living memory (linked to aspects of national life where appropriate) <p>Key Individuals</p> <ul style="list-style-type: none"> Lives of significant historical figures, including comparison of those from different periods Significant local people <p>Key Events</p> <ul style="list-style-type: none"> e.g. Bonfire night Events of local importance 	<h3>Modern Languages</h3> <p>Not required at KS1</p>		<h3>Music (KS1)</h3> <ul style="list-style-type: none"> Sing songs Play tuned & untuned instruments musically Listen & understand live and recorded music Make and combine sounds musically
		<h3>Physical Education (KS1)</h3> <ul style="list-style-type: none"> Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination Participate in team games Perform dances using simple movement Swimming proficiency at 25m (KS1 or KS2) 	<h3>Religious Education</h3> <p>Continue to follow locally-agreed syllabus for RE</p>	