

Curriculum overview Year 2

Term:

Equality and Justice Exploring Human Rights

- Distinguish between wants and needs
- Identify and name basic human rights
- Explore rights and responsibilities in relation to others in the school and contribute to ensuring these rights are upheld

Promoting Equality

- Be aware of and appreciate diversity in the school
- Explore how people are interconnected and interdependent
- Develop skills to make fair decisions and resolve conflict

Explore Democratic Process

- Develop listening and speaking skills
- Articulate own attitudes, values and feelings

Activating Equality through Positive Action

- Share within the setting
- Participate in school life
- Discuss and critically reflect on issues which may arise in school

Key figures

- Know about different religious leaders and how they dress
- Discuss the role of these leaders in their communities
- Be aware of special/holy books

Rites and Ceremonies

• Become familiar with naming ceremonies across a range of belief

Belief Systems

Examine foods associated with some belief systems

Celebrations

- Categorise and distinguish between festivals
- Examine music and art associated with them

Beliefs and Values

- Recognise examples of religious observance e.g. fasting, prayer
- Share stories about feelings e.g. love, forgiveness

Moral and Spiritual Exploring Moral Development

- explore values and codes of behaviour
- further develop concept of responsibility towards others
- identify and understand active feelings

Cultivating Spiritual Growth

- cultivate stillness
- Self-reflect on feelings through stories, poems and music
- reflect on the significance of own experiences
- be aware of equality issues through celebration
- positive action extend care globally e.g. charities

Knowledge and awareness of environmental issues

- develop responsible ownership of school and class spaces
- identify different habitats e.g. ponds, nests
- understand the need to reduce, reuse and recycle

Responsibility and stewardship

- understand interdependence in the natural world
- plant to develop awe and wonder
- take responsibility and draw up an environment code for waste management in the school

Number - number and place value/addition and subtraction/multiplication and division

- count in steps of 2, 3, and 5 from 0, and in 10s from any number, forward and backward
- identify, represent and estimate numbers using different representations
- compare, read, write and order numbers from 0 up to 100; use <, > and = signs
- recall and use + and facts to 20 fluently, and derive and use related facts up to 100
- add and subtract numbers using concrete objects, pictorial representations, and mentally
- recognise and use inverse to check calculations and solve missing number problems
- recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables
- use place value and number facts to solve problems
- solve problems involving addition, subtraction, multiplication and division

Number - fractions recognise, find, name and write fractions 1/3, 1/4, 2/4, 3/4

write simple fractions, e.g. 1/2 of 6 = 3 and recognise the equivalence of 2/4 and 1/2

Measurement

- choose and use appropriate standard units to estimate and measure
- compare and order lengths, mass, volume/capacity and record, using >, < and =
- recognise and use symbols for pounds (£) and pence (p)
- solve simple problems involving money
- tell and write the time to five minutes, including quarter past/to the hour

Geometry - properties of shapes/position and direction

- identify and describe the properties of 2-D and 3-D shape, using correct terminology
- use mathematical vocabulary to describe position, direction and movement

Statistics

- interpret and construct simple pictograms, tally charts, block diagrams and tables
- ask-and-answer questions about totalling and comparing categorical data

<u>History</u>

Humanities

- research changes within living memory
- find out about events beyond living memory that are significant nationally or globally
- learn about a significant individuals who have contributed to national and international
- know of some significant historical events, people and places

Geography

- name and locate the world's 7 continents and 5 oceans
- understand geographical similarities and differences between UK and another country
- identify seasonal and daily weather patterns around the UK and compare with a hot
- use basic geographical vocabulary to describe physical and human features
- use world maps, atlases and globes
- use simple compass directions and locational and directional language

Reading - word reading/comprehension

continue to apply phonic knowledge and skills to read words, recognising alternative

English

- read words containing common suffixes and further common exception words
- read most words quickly and accurately
- become increasingly familiar with and retell a wide range of stories
- check that the text makes sense to them as they read, and correct inaccurate reading
- make inferences on the basis of what is being said and done
- predict what might happen on the basis of what has been read so far
- participate in discussion about different texts

Spelling

- use phonic knowledge and skills to spell words, spelling many correctly
- learn to spell common exception words and words with contracted forms
- learn the possessive apostrophe [e.g. the girl's book]
- add suffixes to spell longer words including -ment, -ness, -ful, -less, -ly

Writing - Handwriting/composition/vocabulary, grammar and punctuation

- form lower-case letters, capital letters and digits of the correct size relative to one another
- use horizontal and diagonal strokes to join letters
- write for a range of purposes
- encapsulate what they want to say, sentence by sentence
- make simple additions, revisions and corrections to their own writing
- proof-read to check for errors in spelling, grammar and punctuation
- learn how to use both familiar and new punctuation correctly
- learn how to use sentences with different forms: statement, question, exclamation, command
- expand noun phrases to describe and specify [for example, the blue butterfly]
- use the present and past tenses correctly and consistently

Creative Arts

- use their voices expressively and creatively by singing songs and speaking chants and rhymes
- play tuned and untuned instruments musically
- listen with concentration and understanding to a range of high-quality live and recorded music
- experiment with, create, select and combine sounds using the interrelated dimensions of music

- use a range of materials creatively
- use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- continue to develop a range of art and design techniques in using colour, pattern, texture, line, shape,
- find out about the work of a range of artists, craft makers and designers

Design Technology (DT)

- design purposeful, functional, appealing products
- generate, develop, model and communicate their ideas
- select from and use a range of tools, equipment and materials when creating
- explore and evaluate a range of existing products and their own ideas/products
- build structures, exploring how they can be made stronger, stiffer and more stable explore and use mechanisms

Work scientifically

- ask simple questions
- observe closely, using simple equipment
- gather and record data to help in answering questions

Living things and their habitats

- describe how animals obtain their food from plants and other animals

- find out and describe what plants need to grow and stay healthy

Animals, including humans

- notice that animals, including humans, have offspring which grow into adults
- find out about and describe the basic needs of animals, including humans, for survival
- food, and hygiene

Uses of everyday materials

- identify and compare the suitability of a variety of everyday materials
- find out how the shapes of solid objects made from some materials can be changed

Computing

- understand what algorithms are and how they are used
- use logical reasoning to predict the behaviour of simple programs
- use technology purposefully
- recognise common uses of information technology beyond school

- master basic movements and begin to apply these in a range of activities
- participate in team games, developing simple tactics for attacking and defending
- perform dances using simple movement patterns

Foreign Language

- Sing songs and rhymes
- Learn to count
- Use basic greetings

Science

- perform simple tests
- explore and compare the differences between things that are living, dead, and things that have
- identify and describe different habitats and how they depend on each other
- identify and name a variety of plants and animals in their habitats, including microhabitats

Plants

- observe and describe how seeds and bulbs grow into mature plants
- describe the importance for humans of exercise, eating the right amounts of different types of

- create and debug simple programs
- use technology safely and respectfully