Number/Calculation

- Know 2, 5, 10x tables
- Begin to use place value (T/U)
- Count in 2s. 3s. 5s & 10s
- Identify, represent & estimate numbérs
- 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
- Ask & answer comparison • Use symbols for £ and p and add/subtract questions simple sums of less than £1 or in pounds Ask & answer questions
- 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
 Understand equivalence of

Curriculum **Overview** for Year 2

Computing

Computer Science

- Understand use of algorithms
- Write & test simple programs
 - Use logical reasoning to make predictions **Digital Literacy**
 - Organise, store, retrieve & manipulate data
- Communicate online safely and respectfully
- Recognise uses of IT outside of school

Herts for Learning Scheme units:

• Locational Knowledge: study and

name continents as well as oceans; equator

• Place Knowledge: geographical features of the United

Kingdom and a non-European country (China) to compare it

• Human and Physical Geography: physical geography (beach,

cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley,

vegetation, season and weather) and human geography (city,

Geographical Skills and Fieldwork: using globes, world

town, village, factory, farm, house, office, harbour, shop)

Geography

with the United Kingdom.

Starting Research, Getting Creative, Talking & Sharing

English

Reading

- Develop phonics until decoding secure
- Read common suffixes
- Read & re-read phonic-appropriate books
- Read common 'exception' words
- Discuss & express views about fiction, nonfiction & poetry
- Become familiar with & retell stories
- Ask & answer questions: make predictions
- Begin to make inferences

Writing

- Spell by segmenting into phonemes
- Learn to spell common 'exception' words
- Spell using common suffixes, etc.
- Use handwriting joins appropriately
- 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

Grammar

- Use . ! ? , and
- Use simple conjunctions
- Begin to expand noun phrases
- Use some features of standard English

Speaking & Listening

- Articulate & lustify answers
- Initiate & respond to comments
- Use spoken language to develop understanding

Science

Every Term includes Scientific Investigation

- Differentiate living, dead and non-living
 Growing plants (water, light, warmth) observe & describe how seeds & bulbs grow into mature plants.
 Basic needs of animals & offspring
 Simple food chains & habitats, including micro habitats
 Find out about the different kind of plants & animals in the least leaving many animals.

- the local environment to relate life processes to animals & plants that are found there.

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

Religious Education

Mathematics

• Interpret simple tables &

- Revelation, The Church. Celebration, Life in Christ
- Diocesan Units

to national life and international achievements)

· Lives of significant historical figures,

Significant local and national people

including comparison of those from

E.g. Great Fire of London and first aeroplane

Events of local and global importance

functional & appealing products

Use range of tools & materials to

Evaluate existing products & own ideas

• Build and improve structure &

Understand where food comes from

complete practical tasks

mechanisms

Generate, model & communicate ideas

Data

pictograms

about totalling

Fractions

write simple

e.g. 2/4 = 1/2

• Find and

- 'Come and See' topics (Autumn Year B, Spr & Sum Year C)
- School Masses, Rosary assemblies

living memory (linked

- Advent The Nativity
- Lent- Holy week- Easter

History

Key Concepts

Changes beyond

Class assemblies, Meditation

Key Individuals

different periods

Key Events

Design & Technology

Design purposeful,

PSHE and Citizenship

- rules for and ways of keeping physically and emotionally safe
- to recognise how their behaviour affects other people
- how to contribute to the life of the classroom



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
- Tae Kwondo
- **Paralympics Sports**
- Outdoor Adventures

Modern Foreign Language

Taught across the curriculum by the class teacher

maps, aerial photographs and plan perspectives to recognise landmarks and basic human and physical features.

Music

- Use voices expressively & creatively by singing songs and speaking chants and rhymes
- Play tuned & un-tuned instruments musically
- Listen to & understand live and recorded
- Make and combine sounds musically
- To learn about Greek Classics & Roman Myths c-c English
- Titans and the first Gods
- Story of Zeus changing shape
- Children of Zeus Athene, Apollo, Hephaestus, Ares, Artemis, Dionysus
- Story of Midas, who displeased Dionysus

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

Jig 2