Year 2 Curriculum Overview

Year 2 English

English reading, writing, grammar and the texts that inspire our learning

Reading

- Read and spell all Set 1, 2 and 3 sounds and blend unfamiliar words using Fred Talk.
- Read common exception words accurately.
- Listen to, discuss and express views about poetry, stories and non-fiction.
- Sequence events, make inferences and predict what may happen next.
- Explain and discuss their understanding of texts they read and hear.

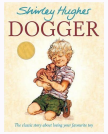
Writing

Writing outcomes: Stories, recounts, diaries, poetry, instructions, letters, information texts and newspaper reports.
Word building: Form nouns, adjectives and adverbs using suffixes.
Sentences: Use co-ordination and subordination, expanded noun phrases and the four sentence types.
Tense: Use present and past tense, including the continuous form of verbs.
Punctuation: Use capital letters, full stops, question marks, exclamation marks, commas in lists and apostrophes for contractions.

Core texts and film studies



Tuesday
David Wiesner



Dogger
Shirley Hughes



Hansel and Gretel
Anthony Browne



Meerkat Mail
Emily Gravett

Year 2 Mathematics

Key knowledge and skills pupils will develop across the year

Number and place value

- Count in 2s, 3s, 5s and 10s.
- Read, write, compare and order numbers to 100.
- Use place value and number facts to solve problems.

Addition and subtraction

- Recall facts to 20 and related facts to 100.
- Add and subtract one- and two-digit numbers.
- Use inverse operations and solve missing-number problems.

Multiplication and division

- Recall 2, 5 and 10 times-table facts.
- Use arrays, repeated addition and mental methods.
- Understand commutativity and solve problems.

Fractions

- Recognise and write halves, thirds and quarters.
- Find fractions of shapes, lengths, objects and quantities.
- Recognise that two quarters equal one half.

Measurement

- Measure length, mass, temperature and capacity.
- Use pounds and pence and solve money problems.
- Tell the time to five minutes and compare durations.

Geometry

- Describe properties of 2D and 3D shapes.
- Recognise symmetry and shapes on surfaces.
- Describe position, direction and turns.

Statistics

- Create and interpret pictograms, tallies, block diagrams and tables.
- Ask and answer questions about totals and comparisons.

Mathematical thinking

- Use practical equipment and pictures.
- Explain methods and choose efficient strategies.
- Check whether answers are reasonable.

STEM Computing and Science

Connecting scientific enquiry digital technology engineering design and mathematical thinking

Computing

Autumn: Learn that algorithms are sets of instructions and identify and correct errors through debugging. Explore how information technology is used at home, in school and in the wider community.
Spring: Create simple programs using sequences and reusable commands called functions. Use digital photography tools to capture, select and edit images.
Summer: Use ScratchJr to design and program interactive quizzes. Use digital tools to create, organise and edit music.

Online safety: Revisited at the end of every half term and applied whenever pupils create, communicate, search or share content online.

Science

Animals including humans: Explore offspring, basic needs for survival and the importance of exercise, diet and hygiene.
Living things and habitats: Compare living, dead and never-alive things; study habitats and simple food chains.
Everyday materials: Explore sustainability and how materials change through squashing, bending, twisting and stretching.
Plants: Observe seeds and bulbs growing and investigate the effects of water, light and temperature.

STEM connections Pupils ask questions, investigate, design, build, programme and improve. Practical challenges help them connect science, technology, engineering and mathematics.

The Humanities

Understanding people places beliefs and the past

History

Globetrotters: Place developments in transport on a timeline and study significant people such as the Montgolfier brothers.
Sparks Will Fly: Learn the sequence and key figures of the Great Fire of London.
Masterchef: Study Florence Nightingale and Mary Seacole and the lasting impact of their work.

Geography

Globetrotters: Map Coventry, identify human and physical features and plan a route through the city.
Sparks Will Fly: Develop knowledge of and know the locations of the continents and oceans, and exploring global climate zones.
Masterchef: Trace where food comes from, including foods grown in the UK.

Religious Education

- Who are Sikhs and how do they live?
- Who are Jews and what do they believe?
- What can we learn from sacred books?
- How and why are special times celebrated?
- How should we care for others and the world?

The Arts

Creating designing performing and responding

Art	Design and Technology	Music
Globetrotters: Explore Coventry Cathedral's stained glass and create collage and glass-painting work inspired by Henri Matisse. **Sparks Will Fly:** Use oil pastels and investigate primary, secondary and mixed colours. **Masterchef:** Study William de Morgan and Pablo Picasso, using printing and creating tessellation.	**Globetrotters:** Investigate structures and materials, then design and build a model cathedral. **Sparks Will Fly:** Explore wheels and axles before designing and building a fire engine. **Masterchef:** Develop peeling, chopping and recipe-design skills to cook with home-grown ingredients.	• Read and play a growing range of notes. • Listen and respond to Afropop, rock, reggae, pop and classical music. • Sing expressively and perform chants and rhymes. • Play tuned and untuned instruments. • Understand pulse, pitch, melody and rhythm. • Instrument focus: glockenspiel.

Personal Development and Physical Education

Building healthy relationships confidence wellbeing and physical skills

Personal Social Health Education	Physical Education
Being Me in My World: Identify hopes, fears and trusted people who can help. **Celebrating Difference:** Value differences and explain why friends are special. **Dreams and Goals:** Work cooperatively and reflect on teamwork. **Healthy Me:** Prepare healthy snacks and explain healthy choices. **Relationships:** Use positive problem-solving to resolve conflict. **Changing Me:** Use correct body-part names and understand privacy.	• Develop running, jumping, throwing and catching. • Build agility, balance and coordination. • Take part in competitive and cooperative activities. • Use simple attacking and defending tactics. • Perform simple dance patterns. • Sports include football, gymnastics, dance and tennis.

Reading for Pleasure and Experiences

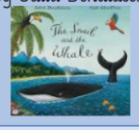
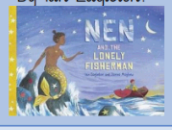
Memorable opportunities that bring Year 2 learning to life

Reading for Pleasure

Stanton Bridge Reading Spine Year 2

Read these stories together as a class and add them to your class reading journal.

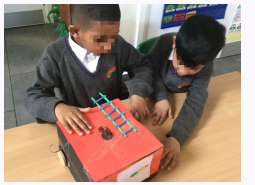
Fiction

The snail and the whale By Julia Donaldson. 	The day the crayons quit By Oliver Jeffers. 	Nen and the lonely fisherman By Ian Eagleton. 
The smartest giant in town By Julia Donaldson. 	The everywhere bear 	

Things to look forward to

Alongside our curriculum learning, Year 2 pupils will enjoy practical projects, visits and hands-on experiences throughout the year.

These experiences help children make connections, build vocabulary and remember what they have learned.

 A visit from the fire brigade	 Using LEGO WeDo	 Visiting Coventry Transport Museum
 Exploring Coventry city centre	 Learning about Giuseppe Arcimboldo	 Making a fire engine