**Curriculum Overview for Year 2 Spring Term Down At The Bottom Of The Garden**

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| colouredNCbackground.png  **Reading**   * 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 | **English**  **Writing**   * 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 | | **Grammar**   * Use . ! ? , and ’ * Use simple conjunctions * Begin to expand noun phrases * Use some features of standard English * **Speaking & Listening** * Articulate & Justify answers * Initiate & respond to comments | **Art & Design**   * Use a range of materials * to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space * Develop techniques of texture, line, shape, form and space * Learn about range of artists, craftsmen and designers | **Computing**   * Understand what algorithms are; how they are   implemented as programs on digital devices; and  that programs execute by following precise and  unambiguous instructions.   * Create and debug simple programs. * Use logical reasoning to predict the behaviour of   simple programs.   * Use technology purposefully to create, organise,   store, manipulate and retrieve digital content.   * Recognise common uses of information   technology beyond school.   * Use technology safely and respectfully, |
| * **Design & Technology** * Design purposeful, functional & appealing products * Generate, model & communicate ideas * Use range of tools & materials to complete practical tasks * Evaluate existing products & own ideas * evaluate their ideas and products against criteria | **Geography**  Not taught this term |
| **Number/Calculation**   * Know 2x tables * Begin to use place value (T/U) * Count in 2s, 5s & 10s * Identify, represent & estimate numbers * Compare / order numbers, inc. < > = * Write numbers to 100 * Know number facts to 20 (+ related to 100) * Recognise commutative | **Mathematics**  **Geometry & Measures**   * 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 * Order and arrange mathematical objects * Use terminology | | **Fractions**   * Find and write simple fractions   **Data**   * Interpret simple tables & pictograms * Ask & answer comparison questions |
| **Modern Languages**  Not required at KS1  **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 and sequences | **Music**   * Sing songs * Play tuned & untuned instruments   + - musically. * Listen & understand live and recorded   + - music     - experiment with, create, select and combine sounds using the inter-related dimensions of music.   **Religious Education**   * Hindu weddings * Easter |
| **Science**   * 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 (water, food and air) * Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene. * Look at the habitats of living things including mini beasts and microhabitats. * To understand food chains. | | **History**    Not taught this term | |
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