

Curriculum Year 2

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, non-fiction & 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 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.
- Use spoken language to develop understanding.

Mathematics

Number/Calculation

- 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.

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.
- 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.

Fractions

- Find and write simple fractions.
- Understand equivalence of eg $\frac{2}{4} = \frac{1}{2}$.

Data

- Interpret simple tables & pictograms.
- Ask & answer comparison questions.
- Ask & answer questions about totalling.

<p><u>Science</u></p> <p><u>Biology</u></p> <ul style="list-style-type: none"> • Differentiate living, dead and non-living • Observe and describe how seeds and bulbs grow into mature plants. • Growing plants (water, light, warmth). • Basic needs of animals & offspring. • Describe the importance for humans of exercise, right food and hygiene • Describe how animals obtain their food from plants and other animals, using the idea of simple food chains, and identify and name the different sources of food • Identify and name a variety of plants and animals in their habitats, including micro-habitats <p><u>Chemistry</u></p> <ul style="list-style-type: none"> • Identify and compare uses of different materials e.g. wood, metal, plastic, glass, brick, rock, paper and cardboard <p>Find out how the shapes of solid objects made from different materials can be changed by squashing, bending, twisting and stretching</p>	<p><u>History (KS1)</u></p> <p><u>Key Concepts</u></p> <ul style="list-style-type: none"> • Changes in living memory (linked to aspects of national life where appropriate). <p><u>Key Individuals</u></p> <ul style="list-style-type: none"> • Lives of significant historical figures, including comparison of those from different periods- e.g. Queen Victoria, Florence Nightingale, /Neil Armstrong • Significant local people e.g. Robert Louis Stephenson <p><u>Key Events</u></p> <ul style="list-style-type: none"> • Eg The Plague/ The Great Fire of London • Significant events beyond living memory – life in reign of Queen Victoria • Events of local importance e .g. Robert Louis Stephenson developing the steam locomotive <u>Rocket</u> that won the <u>Rainhill Trials</u> in 1829. 	<p><u>Geography (Y2)</u></p> <ul style="list-style-type: none"> • Name & locate world’s seven continents and five oceans. • Name, locate and identify characteristics of the four countries and capital cities of the UK and its surrounding areas • Identify the location of hot and cold areas of the world in relation to the Equator and the North and South poles • Compare local area to a non-European country. • Use basic vocabulary to describe a less familiar area and key human features e.g. beach, cliff, coast, forest, mountain, sea, ocean, river, soil, port, harbour • Use world maps, atlases and globes to identify the UK and its countries, as well as the countries, continents and oceans studied at this key stage • Use simple compass directions (North, South, East, West) and locational and directional language e.g. near/far, right/left to describe the location of features and routes on a map. • 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. 	<p><u>Physical Education</u></p> <ul style="list-style-type: none"> • Master basic movement, eg 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). 	<p><u>Religious Education</u></p> <p>Continue to follow locally-agreed syllabus for RE.</p>
--	---	---	---	--

<p><u>Art & Design (KS1)</u></p> <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. 	<p><u>Computing (KS1)</u></p> <ul style="list-style-type: none"> • Understand use of algorithms. • Write & test simple programs. • Use logical reasoning to make predictions. • Organise, store, retrieve & manipulate data. • Communicate online safely and respectfully. • Recognise uses of IT outside of school. 	<p><u>Design & Technology (KS1)</u></p> <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. 	<p><u>Modern Languages</u></p> <p>Not required at KS1.</p>	<p><u>Music (KS1)</u></p> <ul style="list-style-type: none"> • Sing songs. • Play tunes & untuned instruments musically. • Listen & understand live and recorded music. • Make and combine sounds musically.
---	---	--	---	---

New Curriculum 2014 – Year 1

English

Reading

- Match graphemes for all phonemes.
- Read accurately by blending sounds.
- Read words with very common suffixes.
- Read contractions & understand purpose.
- Read phonics books aloud.
- Link reading to own experiences.
- Join in with predictable phrases.
- Discuss significance of title & events.
- Make simple predictions.

Writing

- Name letters of the alphabet.
- Spell very common 'exception' words.
- Spell days of the week.
- Use very common prefixes & suffixes.
- Form lower case letters correctly.
- Form capital letters & digits.
- Compose sentences orally before writing.
- Read own writing to peers or teachers.

Grammar

- Leave spaces between words.
- Begin to use basic punctuation: . ? !
- Use capital letters for proper nouns.
- Use common plural & verb suffixes.

Speaking & Listening

- Listen & respond appropriately.
- Ask relevant questions.
- Maintain attention & participate.

Mathematics

Number/Calculation

- Count to / across 100.
- Count in 1s, 2s, 5s and 10s.
- Identify 'one more' and 'one less'.
- Read & write numbers to 20.
- Use language eg 'more than', 'most'.
- Use +, - and = symbols.
- Know number bonds to 20.
- Add and subtract one-digit and two-digit numbers to 20, including zero.
- Solve one-step problems, including simple arrays.

Geometry & Measures

- Use common vocabulary for comparison eg heavier, taller, full, longest, quickest.
- Begin to measure length, capacity, weight.
- Recognise coins & notes.
- Use time & ordering vocabulary.
- Tell the time to hour/half-hour.
- Use language of days, weeks, months & years.
- Recognise & name common 2-d and 3d shapes.
- Order & arrange objects.
- Describe position & movement, including half and quarter turns.

Fractions

- Recognise & use $\frac{1}{2}$ & $\frac{1}{4}$.

<p><u>Science</u></p> <p><u>Biology</u></p> <ul style="list-style-type: none"> Identify and name a variety of common and wild and garden plants including deciduous and evergreen trees Identify basic plant/trees parts (roots, leaves, flowers etc). Identify & compare common animals including fish, amphibians, reptiles, birds and mammals Identify and name a variety of common animals that are carnivore, herbivore and omnivore Describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals including pets) Identify & name and label basic body parts and say which part is associated with each sense. <p><u>Chemistry</u></p> <ul style="list-style-type: none"> Distinguish between objects & the material from which it is made Identify & name common materials. E.g. wood, plastic, glass, metal. Water and rock Describe simple properties of some materials. Compare & classify materials and their properties <p><u>Physics</u></p> <ul style="list-style-type: none"> Observe changes across the 4 seasons Observe weather associated with changes of season/length of day 	<p><u>History (KS1)</u></p> <p><u>Key Concepts</u></p> <ul style="list-style-type: none"> Changes in living memory (linked to aspects of national life where appropriate). <p><u>Key Individuals</u></p> <ul style="list-style-type: none"> Lives of significant historical figures, including comparison of those from different periods – e.g. Guy Fawkes and Louis Braille Significant local people – Lord and Lady Pilkington. <p><u>Key Events</u></p> <ul style="list-style-type: none"> Eg Bonfire night. Events of local importance. 	<p><u>Geography (Y1)</u></p> <ul style="list-style-type: none"> Understand geographical similarities and differences of a small area of the UK. Identify seasonal/daily weather patterns in the UK. Use basic geographical vocabulary to refer to local & familiar features – e.g. hill, season, weather, city, town, village, factory, farm, house, office, shop Use simple fieldwork and observational skills to study key human and physical features of local area. 	<p><u>Physical Education</u></p> <ul style="list-style-type: none"> Master basic movement, eg 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). 	<p><u>Religious Education</u></p> <p>Continue to follow locally-agreed syllabus for RE.</p>
--	---	--	---	--

<p><u>Art & Design (KS1)</u></p> <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. 	<p><u>Computing (KS1)</u></p> <ul style="list-style-type: none"> • Understand use of algorithms. • Write & test simple programs. • Use logical reasoning to make predictions. • Organise, store, retrieve & manipulate data. • Communicate online safely and respectfully. • Recognise uses of IT outside of school. 	<p><u>Design & Technology</u></p> <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. 	<p><u>Modern Languages</u> Not required at KS1.</p>	<p><u>Music (KS1)</u></p> <ul style="list-style-type: none"> • Sing songs. • Play tunes & untuned instruments musically. • Listen & understand live and recorded music. • Make and combine sounds musically.
---	---	--	--	---