


Bolham Primary School Curriculum overview for Year 2.

<p style="text-align: center;">Music</p> <ul style="list-style-type: none"> • Sing songs • Play tuned and untuned instruments musically • Listen and understand live and recorded music 	<p style="text-align: center;">Art & design</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 style="text-align: center;">Religious Education</p> <ul style="list-style-type: none"> • Explore key beliefs in stories within the Christian and Jewish faiths • Explore the concept of leaders, teachers and symbolism in their own lives and those of Christians and Jews 	<p style="text-align: center;">Physical Education</p> <ul style="list-style-type: none"> • Master basic movement running, jumping, throwing, catching, balance, agility and coordination. • Participate in team games • Perform in dances using simple movements • Swimming proficiency at 25m -(requirement at the end of Year 6)
<p style="text-align: center;">Mathematics</p> <p>Number/Calculation</p> <ul style="list-style-type: none"> • 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 • <p>Geometry & Measures</p> <ul style="list-style-type: none"> • Know and use standard measures • Read scales to nearest whole unit • Use symbols for £ and p and add/subtract simple calculations 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 <p>Fractions</p> <ul style="list-style-type: none"> • Find and write simple fractions • Understand equivalence of e.g. $2/4 = 1/2$ <p>Data</p> <ul style="list-style-type: none"> • Interpret simple tables & pictograms • Ask & answer comparison questions • Ask & answer questions about totalling 	<p><i>Together we aspire, together we achieve</i></p> 		<p style="text-align: center;">English</p> <p>Reading</p> <ul style="list-style-type: none"> • 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 <p>Writing</p> <ul style="list-style-type: none"> • 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 <p>Grammar</p> <ul style="list-style-type: none"> • Use . ! ? , and ' • Use simple conjunctions • Begin to expand noun phrases • Use some features of standard English <p>Speaking & Listening</p> <ul style="list-style-type: none"> • Articulate & Justify answers • Initiate & respond to comments • Use spoken language to develop understanding
<p style="text-align: center;">History</p> <p>Key concepts</p> <ul style="list-style-type: none"> • Changes in living memory linked to national life where appropriate <p>Key individuals</p> <ul style="list-style-type: none"> • Lives of significant historical figures, including those from different periods • Significant local people <p>Key events</p> <ul style="list-style-type: none"> • Bonfire night • Events of local importance 	<p style="text-align: center;">Computing</p> <ul style="list-style-type: none"> • Understand use of algorithms • Write and test programs • Use logical reasoning to make predictions • Organise, store, retrieve and manipulate data • Communicate online safety and respectfully • Recognise uses of IT outside of school 	<p style="text-align: center;">Design & technology</p> <ul style="list-style-type: none"> • Design purposeful, functional and appealing products • Generate, model and communicate ideas • Use a range of tools, materials to complete practical tasks • Evaluate existing products and own ideas • Build and improve structure and mechanisms • Understand where food comes from. 	<p style="text-align: center;">Geography</p> <ul style="list-style-type: none"> • Name & locate world's continents and oceans • Compare local area to a non-European country • Use basic vocabulary to describe a less familiar area • 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