



Park View Primary School

Curriculum Overview for Year 2



PSHE - developing the whole child and modern British values

<p>New Beginnings:</p> <ul style="list-style-type: none"> How to develop, celebrate and maintain a variety of healthy relationships, within a range of social/cultural contexts To value their gifts and talents How to recognise and manage emotions within a range of relationships <p>Getting on and falling out:</p> <ul style="list-style-type: none"> Consider the qualities of becoming good friends Practise using 'peaceful problem solving' How to respect equality and diversity in relationships. 	<p>Going for Goals:</p> <ul style="list-style-type: none"> Taking responsibility Persistence (keeping going) Resilience: Setting and achieving goals <p>Good to be me:</p> <ul style="list-style-type: none"> Understanding feelings – how they lead us to behave the way we do Self-awareness – feeling good about myself Managing my feelings; standing up for myself 	<p>Relationships:</p> <ul style="list-style-type: none"> Respect for self/others and the importance of responsible behaviours & actions. About rights and responsibilities as members of groups and as citizens. To respect equality and to be a productive member of a diverse community. <p>Changes:</p> <ul style="list-style-type: none"> The process of growing from young to old and about how people's needs change Share opinions on things that matter to them and explain their views Recognise the difference between right and wrong and how behaviour choices affects other people
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English	Art & Design	Computing	P.E.
<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 Speaking & Listening Articulate & Justify answers Initiate & respond to comments Use spoken language to develop understanding 	<ul style="list-style-type: none"> Develop ideas from a variety of starting points Use a sketch book for using a range of joining techniques including gluing or tying Use line and tone to draw shape, pattern and texture Use modelling materials to create form Mix colours to suit a task Create patterns using natural materials Explain success and challenges when completing a piece of artwork Choose appropriate materials and techniques for a given project 	<ul style="list-style-type: none"> Understand use of algorithms, how they are implemented as programs on digital devices and how programs work by following a sequence of instructions Organise, store, manipulate and retrieve data in a range of digital forms Use logical reasoning to predict the behaviour of simple programs Recognise common uses of ICT beyond school Use technology purposefully to create, organise, store, manipulate and retrieve digital content 	<ul style="list-style-type: none"> Move under, over and through spaces and obstacles outdoors Use a range of simple tactics to aid attacking and defending Run a short distance with co-ordination and speed Throw a projectile overarm Jump from one foot landing on the opposite foot or both feet Perform dances using simple movement patterns

Maths	Design & Technology	Geography	R.E.
<p>Number/Calculation</p> <ul style="list-style-type: none"> Know 2 & 10x tables Learn 3, 4 & 5x 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 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 <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 	<ul style="list-style-type: none"> Choose appropriate materials and suggest ways of manipulating them to achieve a desired effect Produce detailed, labelled drawings or models of products on design criteria Use tools safely for cutting and joining materials, components and for finishing products Work safely and hygienically in construction and cooking activities Recognise the need for a variety of food in a diet and understand and explain where food comes from Explain how closely finished products meet their design criteria and say what they could do better in the future 	<ul style="list-style-type: none"> Use compass directions to describe the location of geographical features and routes on a map Name and locate the capital cities of the UK and its surrounding seas Draw simple maps or plans using symbols for a key Locate the equator and the north and south pole Use geographical vocab to name features of familiar and unfamiliar places Describe and compare human and physical features seen in local environments and other places in the world 	<ul style="list-style-type: none"> Continue to follow locally- agreed syllabus for RE See RE LTP (separate document)

Curriculum Themes:	Science	History	Music	Languages
<ul style="list-style-type: none"> Street Detectives Muck, Mess and Mixtures Towers, Turrets and Tunnels Scented Garden Land Ahoy! Wriggle and Crawl 	<ul style="list-style-type: none"> Differentiate living, dead and non-living Growing plants (water, light, warmth) Basic needs of animals & offspring Simple food chains & habitats, including 'micro-habitats' Identify and compare uses of different materials Compare how things move on different surfaces 	<ul style="list-style-type: none"> Describe how people, places and events in their own locality have changed over time Describe changes in the local areas during their own lifetime and that of their grandparents Begin to understand cause and effect by looking at a significant individual's actions and what happened as a result Ask and answer questions about a range of historical sources Order events in a period in history (important festivals/events) 	<ul style="list-style-type: none"> Use own voice in different ways including speaking, signing, chanting for different effects, using loud or soft voice and singing simple repeated phrases Listen & understand live and recorded music Make and combine sounds musically Play tuned and un-tuned instruments 	<ul style="list-style-type: none"> Not required at KS1