

Curriculum Coverage 2024-25

Year 2



We hope you enjoy reading your child's school report. You may find this information useful- it details the skills taught across the curriculum this year.

Reading - Use phonic knowledge to de-code words. - Recognise alternative sounds for graphemes. - To read words with more than 2 syllables. - Know irregular words by sight. - To read with increased fluency. - Re-call and discuss what they have read. - Make inferences. - Link books to own experiences. - Discuss favourite words and phrases. - Express views on a range of texts.	Writing - Spell words correctly using age appropriate spelling rules (see Year 2 Curriculum on website). - Plan, say and write a sentence at a time. - Compose sentences with the four different forms, (statement, question, exclamation, command). - Use a variety of openers. - Use subordination and co-ordination (when, if, that because, and, but, or). - Use capital letters and full stops most of the time. - Use question marks, exclamation marks and commas in lists. - Use adjectives and adverbs. - Use correct formation and spacing of words and begin to join up handwriting.	Maths - Count, read, write, compare and order numbers up to 100. - Recognise the place value of each digit in a two-digit number. - Recall + & - facts to 20 and derive and use related facts up to 100. - Use formal and informal, pictorial and written methods to add and subtract: - a two-digit number and ones, - a two-digit number and tens, - two two-digit numbers. - Find an + and - fact family from a given calculation. - Count in multiples of twos, threes, fives and tens. - Recall and use multiplication and division facts for the 2, 5 and 10 times tables. - Use arrays to find fact families for x and ÷. - Solve one step and 2 step word problems for +, -, x, ÷. - Recognise, find, name and write fractions $\frac{1}{2}$, $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$, $\frac{3}{4}$ of length, shapes and quantities. - Recognise the equivalence of $\frac{1}{2}$ and $\frac{2}{4}$. - Name, describe, compare and sort 2D and 3D shapes. - Use standard units to estimate and measure in length, weight, volume and capacity. - Read scales in increments of 1, 2, 5 and 10. - Construct and interpret tally charts, pictograms and block charts. - Tell and write the time to 15 minutes, then to 5 minutes. - Describe position, direction and movement. - Use verbal and written reasoning to explain mathematical understanding.
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Computing - To use the internet safely to research a topic. - To use an algorithm to write and test simple programmes. - To collect data and create graphs and charts electronically. - To word process, edit and insert multimedia into ebooks. - To create and manipulate sounds digitally. - To create digital images and simple animations.	Humanities (Geography, History) - Name and locate countries, capital cities and surrounding seas of the U.K. - Name, locate and identify characteristics of our capital city, London. - Name and locate the world's seven continents and five oceans. - Identify the location of hot and cold areas of the world in relation to the Equator and the Poles. - Compare the human and physical features of Droitwich and Madagascar. - Use simple fieldwork to study the geography of the school and its grounds. - Devise a simple map with simple compass directions and symbols in a key. - The lives of significant historical figures - Guy Fawkes, Sir Francis Drake, Queen Elizabeth I and II - Changes within living memory: The Royal Family - Events beyond living memory: The Great Fire of London, The Spanish Armada. - Significant historical events in their own locality: Bonfire Night, Remembrance Day. - Using a timeline to develop a chronological understanding.	PE - Perform dances using simple music, often linked to topics. - Games units involving basic movements including:- running, jumping, throwing, catching. - Gym units involving balance, agility and co-ordination. - Participation in team games. - Athletics - track and field skills. - Outdoor adventure activities.
Science - Identify and compare uses of everyday materials. - Growing plants and identifying what they need to stay healthy. - Living things and their habitats (including mini-beast hunts, pond dipping, life cycles and food chains). - Animals, including humans - growth; needs of animals for survival; the importance of exercise, diet and hygiene. - Designing and carrying out experiments using fair testing, predictions, observations, collecting results and drawing conclusions.	Art and Design (Art, Music, DT) - Sketching line, shape and form. - Colour mixing to create different shades of the same colour. - Looking at shape and repeating patterns. - Using textiles and printing pirate themed patterns. - Designing and making: strong and stable London structures, Tudor houses and leaf shaped clay pots. - Designing and making a healthy rice dish. - Singing expressively and creatively. - Experimenting with sound in terms of tempo, timbre, dynamics, pitch and rhythm. - Playing tuned and untuned instruments. - Listening with concentration to a range of music.	Social, Moral, Spiritual and Cultural (RE, PSHE) - Islam, including Islamic stories. - Christianity, including Christmas, Easter, Gospels (Good news) and Sacred places. - Class Rules. - Looking after the Rainforest. - Fire/ firework safety. - Empathy and feelings. - How to be a good friend. - Being helpful.