

The Robert Drake Primary School

Curriculum—Year 2

English

Reading

- Develop phonics until decoding is secure and reading fluent
- Read by blending sounds
- Read: words of 2+ syllables containing taught Grapheme Phoneme Correspondence; words with common suffixes; common 'exception' words
- Read frequently encountered words quickly and accurately
- Read and reread books at appropriate level
- Discuss fiction, non – fiction and poetry beyond own reading level
- Discuss order of events
- Become familiar with and retell stories
- Read non-fiction books structured in different ways
- Recognise simple recurring literary language
- Discuss word meanings and favourite words/phrases
- Learn more poems by heart, reciting some
- Draw on prior knowledge to make sense of texts
- Check for sense and correct reading errors
- Make inferences and predictions
- Ask and answer questions
- Discuss books, poems and other texts
- Explain their understanding of texts

Writing

- Spell by segmenting into phonemes
- Learn new ways of spelling phonemes and some common homophones
- Spell common 'exception' words and more contractions
- Use the singular possessive apostrophe
- Distinguish between homophones and near-homophones
- Add suffixes to spell longer words
- Learn and apply spelling rules
- Write simple dictated sentences
- Use letters and spaces of appropriate size
- Begin to learn joining strokes
- Write in different genres and for different purposes
- Plan ideas for writing
- Record ideas sentence by sentence
- Make simple additions and changes after proofreading
- Learn and use the grammar and terminology
- In own writing use: sentences with different forms; expanded noun phrases; present and past tenses correctly; subordination and co – ordination; some features of written Standard English



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Spoken Language

- Listen and respond appropriately
- Ask relevant questions
- Build vocabulary
- Articulate and justify own ideas
- Describe, explain and narrate for different purposes; express feelings
- Participate actively in conversations
- Speculate, hypothesise and explore ideas
- Speak clearly and fluently in Standard English
- Take part in discussions, presentations, performances, role-play, improvisations and debates
- Keep listeners interested
- Explore different viewpoints
- Communicate effectively using appropriate register

MATHEMATICS

Number – Number and Place Value

- Count in steps of 2, 3, and 5 from 0, and in 10s from any number, forward and backward
- Recognise the place value of each digit in a two-digit number (10s, 1s)
- Identify, represent and estimate numbers using different representations, including the number line
- Compare and order numbers from 0 up to 100; use $<$, $>$ and $=$ signs
- Read and write numbers to at least 100 in numerals and in words
- Use place value and number facts to solve problems

Number – Addition and Subtraction

- Solve problems with addition and subtraction: using concrete objects and pictorial representations, including those involving numbers, quantities and measures, applying their increasing knowledge of mental and written methods
- Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100
- Add and subtract numbers using concrete objects, pictorial representations, and mentally, including: a two-digit number and 1s, a two-digit number and 10s, 2 two-digit numbers, adding 3 one-digit numbers
- Show that addition of 2 numbers can be done in any order (commutative) and subtraction of 1 number from another cannot
- Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems

Number – Multiplication and Division

- Recall and use multiplication and division facts for the 2, 3, 5 and 10 multiplication tables, including recognising odd and even numbers
- Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (\times), division (\div) and equals ($=$) signs
- Show that multiplication of 2 numbers can be done in any order (commutative) and division of 1 number by another cannot
- Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts



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Number – Fractions


- Recognise, find, name and write fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$ and $\frac{3}{4}$ of a length, shape, set of objects or quantity
- Write simple fractions, for example $\frac{1}{2}$ of $6 = 3$ and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$

Statistics

- Interpret and construct simple pictograms, tally charts, block diagrams and tables
- Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity
- Ask-and-answer questions about totalling and comparing categorical data

Measurement

- Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature ($^{\circ}\text{C}$); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels
- Compare and order lengths, mass, volume/capacity and record the results using $>$, $<$ and $=$
- Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value
- Find different combinations of coins that equal the same amounts of money
- Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change
- Compare and sequence intervals of time

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- Tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times
 - Know the number of minutes in an hour and the number of hours in a day

Geometry – Properties of Shape

- Identify and describe the properties of 2-D shapes, including the number of sides, and line symmetry in a vertical line
- Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces
- Identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid]
- Compare and sort common 2-D and 3-D shapes and everyday objects

Geometry – Position and Direction

- Order and arrange combinations of mathematical objects in patterns and sequences
- Use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise)

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Science

- Differentiate between living, dead and non-living
- Identify living things in their habitats; know they are suited to their habitat and are interdependent
- Describe feeding relationships using simple food chains
- Observe seeds and bulbs growing
- Understand plants need water, light and warmth
- Know all animals have offspring that grow into adults
- Understand animals need water, food and air
- Describe the importance for humans of exercise, balanced diet and hygiene
- Identify and compare uses of materials
- Explore changing the shape of solid objects

Working scientifically

- Ask more complex questions
- Observe closely and give explanations
- Perform tests and collect appropriate apparatus
- Identify and classify
- Be able to give detailed answers to questions
- Gather and record data

Geography

- Name and locate the world's continents and oceans; the UK's countries, seas and capitals
- Compare a UK locality with one outside Europe
- Identify weather patterns in the UK; locate hot/cold areas of the world
- Use a variety of geographical vocabulary to describe physical and human features
- Use world maps, atlases and globes
- Use the four points of the compass and locational/directional language
- Recognise features on aerial photos and plans; devise a map with symbols and key
- Study the immediate environment

History

- Changes within living memory and create simple time lines
- Significant events (national and international) beyond living memory
- The lives of significant people (some paired to compare same aspect of life in different periods)
- Local history

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Art and Design

- Use a range of materials to create a range of different effects
- Use drawing, painting and sculpture
- Develop and refine their techniques of colour, pattern, texture, line, shape, form and space
- Learn about a range of artists, craft makers and designers

Music

- Learn and perform a variety of songs
- Play tuned and untuned instruments in a variety of genres
- Listen to and understand a range of live and recorded music
- Make and combine sounds musically to make a short piece of music

Design and Technology

- Design purposeful, functional and appealing products
- Generate, develop, model and communicate ideas
- Select and use a range of tools and materials for a specific purpose
- Evaluate existing products and develop own ideas and products
- Design, build and improve structures
- Explore and use mechanisms (e.g. levers, wheels) in a correct context
- Prepare dishes using principles of a healthy diet
- Understand and explain where food comes from

Computing

- Understand use of algorithms
- Write and test simple programs
- Use logical reasoning to make predictions
- Create, organise, store, manipulate and retrieve digital content
- Recognise uses of IT beyond school
- Communicate online safely and respectfully

Physical Education

- Master and improve basic movement skills
- Participate and refine skills in team games
- Perform dances using a sequence of movements