

# St Margaret's-at-Cliffe Curriculum Overview for Year 2 Term 2 2018 - 2019

## English

- Speak audibly and fluently with an increasing command of Standard English.
- Participate in discussions, presentations, performances, role-play/improvisations and debates.
- Read accurately by blending the sounds in words that contain the graphemes taught so far, especially recognising alternative sounds for graphemes.
- Read accurately words of two or more syllables that contain the same graphemes as above.
- Read words containing common suffixes.
- Understand both the books that they can already read accurately and fluently and those that they listen to by drawing on what they already know or on background information and vocabulary provided by the teacher. By checking that the text makes sense to them as they read, and correcting inaccurate reading.
- Spelling: segmenting spoken words into phonemes and representing these by graphemes, spelling many correctly.
- Learning the possessive apostrophe (singular).
- Add suffixes to spell longer words, including –ment, –ness, –ful, –less, –ly
- Start using some of the diagonal and horizontal strokes needed to join letters and understand which letters, when adjacent to one another, are best left unjoined.
- Develop positive attitudes towards and stamina for writing by: writing narratives about personal experiences and those of others (real and fictional).
- Learn how to use sentences with different forms: statement, question, exclamation, command

## Mathematics

- 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.
- 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.
- 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 and adding 3 one-digit numbers.
- 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  $\frac{1}{2}$ .
- Identify, represent and estimate numbers using different representations, including the number line.
- Compare and order numbers from 0 up to 100; use <, > and = signs.
- Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication ( $\times$ ), division ( $\div$ ) and equals (=) signs.

<b>Music</b> Use their voices expressively and creatively by singing songs and speaking chants and rhymes.	<b>Geography</b> Not covering this term	<b>History</b> -Develop on awareness of the past, using common words and phrases relating to the passing of time. -Identify similarities and differences between ways of life in different periods. -Understand some ways in which we find out about the past and identify different ways in which to represent it.	<b>Computing</b> Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions.
<b>RE</b> -Identify a special time they celebrate, and its importance. -Identify and describe some ways Christians celebrate special occasions. -Identify and describe ways festivals are celebrated in another religion. -Look at similarities and differences of how people celebrate different festivals.	<b>PSHE</b> <b>Anti-Bullying Week</b>  <b>Circle times</b> -How to be a good friend. -How to deal with a friendship fall out. -Letting everyone join in. -Feelings and emotions.	<b>Design and Technology</b> -Select from and use a range of tools and equipment to perform practical tasks. -Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.	<b>Physical Education</b> <b>Dance</b> Perform dances using simple movement patterns.
<b>Art and Design</b> To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.		<b>Science</b> <b>Uses of everyday materials</b> -Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for different uses. -Compare how things move on different surfaces. -Find out how the shapes of solid objects made from some materials can be changed.	