YEAR 2 CURRICULUM OVERVIEW

NORTH WALKDEN PRIMARY SCHOOL

	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2		
ENGLISH	Stardust	Room on the	Man on the Moon	The Smartest Giant in	The Enormous Turnip	The Egg		
		Broom		Town				
Core texts	The Great Fire of		Bob & the Moontree		Non-fiction: Plants	The Night Dragon		
	London	Poetry – The	Mystery	Grandad's Secret Giant				
		Magic Box				Tell Me a Dragon		
			(Books by the same	Lighthouse Keeper's				
		Christmas	author)	Lunch		Non-fiction: Dragons		
		stories						
Writing genre covered throughout the year	Character description, Setting description, Story sequencing, Information text, Instructions, recounts, poetry (However, transcription skills to be the main focus)							
MATHS								
Programme of study (Statutory requirements)- Most children will								

Number and place value

- *count in steps of 2, 3, and 5 from 0, and count in tens from any number, forward or backward
- *recognise the place value of each digit in a two-digit number (tens, ones)
- *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.

Addition and subtraction

*solve simple one-step 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

Multiplication and division

- *recall and use multiplication and division facts for the 2, 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 (×), division (÷) and equals (=) signs
- *recognise and use the inverse relationship between multiplication and division in calculations
- * show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot
- *solve one-step problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts

Geometry: properties of shapes

- *identify and describe the properties of 2-D shapes, including the number of sides and 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, direction, motion

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

Fractions

Measures

- *choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°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 =
- *read relevant scales to the nearest numbered unit
- *recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value and match different combinations of coins to equal the same amounts of money; add and subtract money of the same unit, including giving change *solve simple problems in a practical context involving addition and subtraction of money *compare and sequence intervals of time *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. Data

*recall	and use addition and subtraction facts
to 20 fl	uently, and derive and use related
facts u	p to 100 add and subtract numbers
using c	oncrete objects, pictorial
represe	entations, and mentally, including: a
two-di	git number and ones, a two-digit
numbe	r and tens, two two-digit numbers,
adding	three one-digit numbers
*show	that addition of two numbers can be
done ir	n any order (commutative) and
subtra	ction of one number from another
cannot	
*recog	nise and use the inverse relationshin

between addition and subtraction and use this to check calculations and missing

number problems.

*recognise, find, name and write fractions 1/3, 1/4, 2/4 and 3/4 of a length, shape, set of objects or quantity

*write simple fractions e.g. 1/2 of 6 = 3 and recognise the equivalence of two quarters and one half.

*Interpret and construct simple pictograms, tally charts, block diagrams and simple 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 compare categorical data.

	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
HISTORY	What did we learn from the Great Fire of London.		How was school different in the past?		What is a monarch?	
GEOGRAPHY		Would you prefer to live in a hot or cold place?		Why is our world wonderful?		What is it like to live by the coast?
ART	Craft & Design: Map it out		Painting & mixed media: Life in colour		Sculpture & 3D: Clay houses	
DESIGN TECHNOLOGY		Structures: Baby bear's chair		Mechanisms: Fairground wheel		Mechanisms: Making a moving monster

SCIENCE	Living things: Habitats	Living things: Microhabitats	Materials: Uses of everyday materials	Animals, including humans:	Plants: Plant growth	Making connections: Plant based materials
COMPUTING	Digital Literacy Online Safety	Computer Science Coding	Information Technology Making Music	Information Technology Creating Pictures/ Presenting Ideas	Information Technology Spreadsheets/Questioning	Digital Literacy Effective Searching
MUSIC	Call & Response (Animals)	Singing (On this island and Christmas songs)	Contrasting dynamics (Space)	Front Row Music Learning to play an instrument.	Front Row Music Learning to play an instrument.	Front Row Music Learning to play an instrument.
RE	1.3 Who is Jewish and what do they believe? (Jewish)	How and why do we celebrate special sacred times?	Who is Muslim and what do they believe?	Who is Christian and what do they believe?	How can we learn from sacred books?	How should we care for the world and others and why does it matter?
PSHE	Family & Relationships	Family & Relationships Health & Wellbeing	Health & Wellbeing Safety & the Changing Body	Safety & the Changing Body Citizenship	Citizenship	Economic Wellbeing Transition

PE	Multi-skills	Dance	Gymnastics	Net and wall games	Strike and field games	Athletics