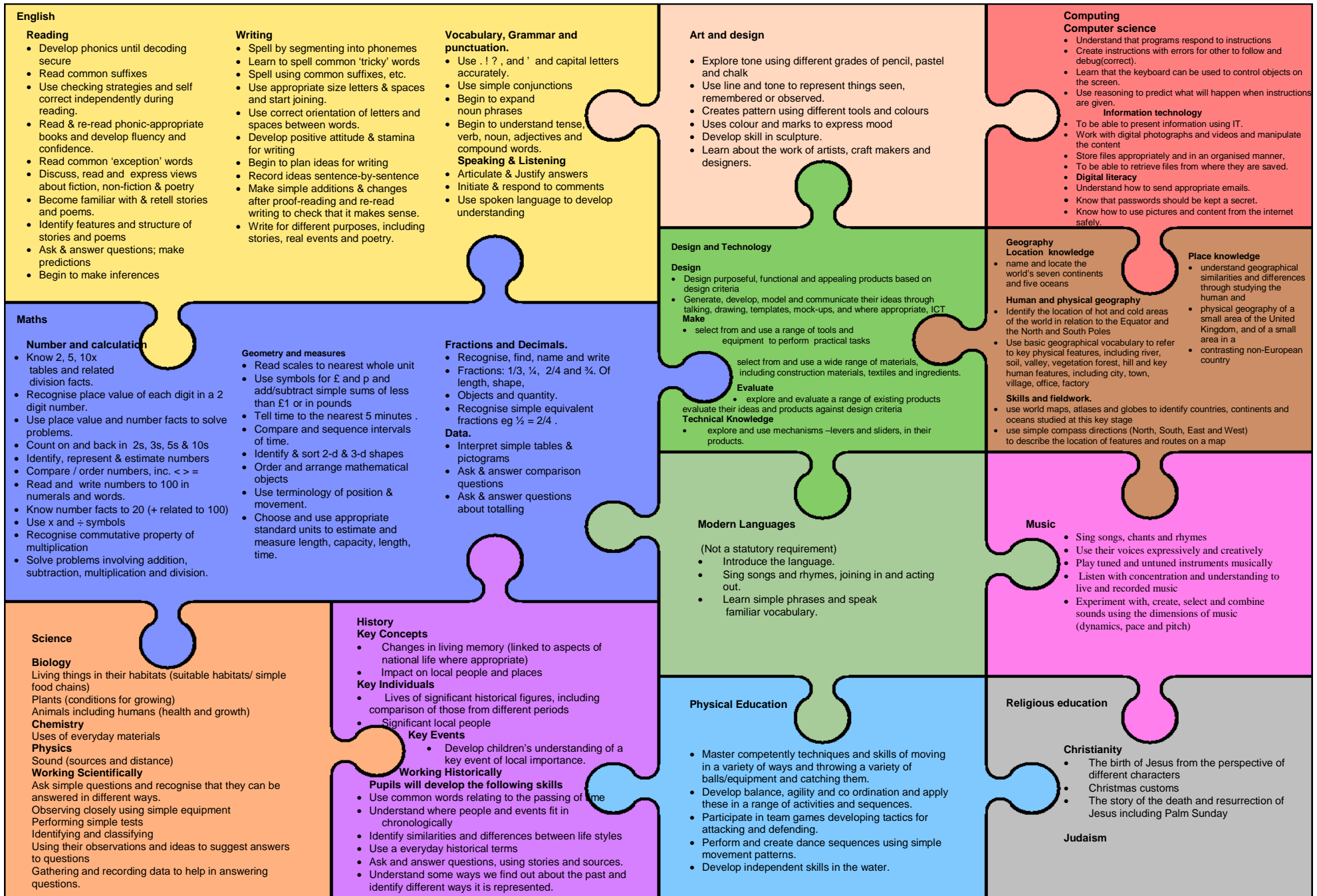


Skills Overview – Year 2



English

Reading

- Develop phonics until decoding secure
- Read common suffixes
- Use checking strategies and self correct independently during reading.
- Read & re-read phonic-appropriate books and develop fluency and confidence.
- Read common 'exception' words
- Discuss, read and express views about fiction, non-fiction & poetry
- Become familiar with & retell stories and poems.
- Identify features and structure of stories and poems
- Ask & answer questions; make predictions
- Begin to make inferences

Writing

- Spell by segmenting into phonemes
- Learn to spell common 'tricky' words
- Spell using common suffixes, etc.
- Use appropriate size letters & spaces and start joining.
- Use correct orientation of letters and spaces between words.
- Develop positive attitude & stamina for writing
- Begin to plan ideas for writing
- Record ideas sentence-by-sentence
- Make simple additions & changes after proof-reading and re-read writing to check that it makes sense.
- Write for different purposes, including stories, real events and poetry.

Vocabulary, Grammar and punctuation.

- Use . ! ? , and ' and capital letters accurately.
- Use simple conjunctions
- Begin to expand noun phrases
- Begin to understand tense, verb, noun, adjectives and compound words.

Speaking & Listening

- Articulate & Justify answers
- Initiate & respond to comments
- Use spoken language to develop understanding

Art and design

- Explore tone using different grades of pencil, pastel and chalk
- Use line and tone to represent things seen, remembered or observed.
- Creates pattern using different tools and colours
- Uses colour and marks to express mood
- Develop skill in sculpture.
- Learn about the work of artists, craft makers and designers.

Computing

Computer science

- Understand that programs respond to instructions
- Create instructions with errors for other to follow and debug(correct).
- Learn that the keyboard can be used to control objects on the screen.
- Use reasoning to predict what will happen when instructions are given.

Information technology

- To be able to present information using IT.
- Work with digital photographs and videos and manipulate the content
- Store files appropriately and in an organised manner,
- To be able to retrieve files from where they are saved.

Digital literacy

- Understand how to send appropriate emails.
- Know that passwords should be kept a secret.
- Know how to use pictures and content from the internet safely.

Maths

Number and calculation

- Know 2, 5, 10x tables and related division facts.
- Recognise place value of each digit in a 2 digit number.
- Use place value and number facts to solve problems.
- Count on and back in 2s, 3s, 5s & 10s
- Identify, represent & estimate numbers
- Compare / order numbers, inc. < > =
- Read and write numbers to 100 in numerals and words.
- Know number facts to 20 (+ related to 100)
- Use x and ÷ symbols
- Recognise commutative property of multiplication
- Solve problems involving addition, subtraction, multiplication and division.

Geometry and 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
- Compare and sequence intervals of time.
- Identify & sort 2-d & 3-d shapes
- Order and arrange mathematical objects
- Use terminology of position & movement.
- Choose and use appropriate standard units to estimate and measure length, capacity, length, time.

Fractions and Decimals.

- Recognise, find, name and write
- Fractions: 1/3, 1/4, 2/4 and 3/4. Of length, shape,
- Objects and quantity.
- Recognise simple equivalent fractions eg 1/2 = 2/4 .

Data.

- Interpret simple tables & pictograms
- Ask & answer comparison questions
- Ask & answer questions about totalling

Design and Technology

Design

- Design purposeful, functional and appealing products based on design criteria
- Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups, and where appropriate, ICT

Make

- select from and use a range of tools and equipment to perform practical tasks

Make

- select from and use a wide range of materials, including construction materials, textiles and ingredients.

Evaluate

- explore and evaluate a range of existing products evaluate their ideas and products against design criteria

Technical Knowledge

- explore and use mechanisms –levers and sliders, in their products.

Geography

Location knowledge

- name and locate the world's seven continents and five oceans

Human and physical geography

- Identify the location of hot and cold areas of the world in relation to the Equator and the North and South Poles
- Use basic geographical vocabulary to refer to key physical features, including river, soil, valley, vegetation forest, hill and key human features, including city, town, village, office, factory

Skills and fieldwork.

- use world maps, atlases and globes to identify countries, continents and oceans studied at this key stage
- use simple compass directions (North, South, East and West) to describe the location of features and routes on a map

Place knowledge

- understand geographical similarities and differences through studying the human and
- physical geography of a small area of the United Kingdom, and of a small area in a
- contrasting non-European country

Science

Biology

Living things in their habitats (suitable habitats/ simple food chains)

Plants (conditions for growing)

Animals including humans (health and growth)

Chemistry

Uses of everyday materials

Physics

Sound (sources and distance)

Working Scientifically

Ask simple questions and recognise that they can be answered in different ways.

Observing closely using simple equipment

Performing simple tests

Identifying and classifying

Using their observations and ideas to suggest answers to questions

Gathering and recording data to help in answering questions.

History

Key Concepts

- Changes in living memory (linked to aspects of national life where appropriate)
- Impact on local people and places

Key Individuals

- Lives of significant historical figures, including comparison of those from different periods
- Significant local people

Key Events

- Develop children's understanding of a key event of local importance.

Working Historically

Pupils will develop the following skills

- Use common words relating to the passing of time
- Understand where people and events fit in chronologically
- Identify similarities and differences between life styles
- Use a everyday historical terms
- Ask and answer questions, using stories and sources.
- Understand some ways we find out about the past and identify different ways it is represented.

Modern Languages

(Not a statutory requirement)

- Introduce the language.
- Sing songs and rhymes, joining in and acting out.
- Learn simple phrases and speak familiar vocabulary.

Music

- Sing songs, chants and rhymes
- Use their voices expressively and creatively
- Play tuned and untuned instruments musically
- Listen with concentration and understanding to live and recorded music
- Experiment with, create, select and combine sounds using the dimensions of music (dynamics, pace and pitch)

Physical Education

- Master competently techniques and skills of moving in a variety of ways and throwing a variety of balls/equipment and catching them.
- Develop balance, agility and co ordination and apply these in a range of activities and sequences.
- Participate in team games developing tactics for attacking and defending.
- Perform and create dance sequences using simple movement patterns.
- Develop independent skills in the water.

Religious education

Christianity

- The birth of Jesus from the perspective of different characters
- Christmas customs
- The story of the death and resurrection of Jesus including Palm Sunday

Judaism