

Franch Primary Year Two Curriculum

English

Reading

- Develop phonics until decoding is secure
- Read common suffixes
- Read and re-read phonic appropriate books
- Read common exception words
- Discuss and express views about fiction, non-fiction and poetry
- Become familiar with and retell stories
- Ask and answer questions and begin to make predictions
- Begin to make inferences

Writing

- Spell by segmenting into phonemes
- Learn to spell common exception words
- Spell using common suffixes
- Use appropriately sized letters and spaces
- Develop a positive attitudes and stamina for writing
- Begin to plan ideas for writing
- Record ideas sentence by sentence
- Make simple additions and changes after proof-reading

Grammar

- Use .! ? and ‘
- Use simple conjunctions
- Begin to expand noun phrases
- Use some features of standard

Speaking and Listening

- Articulate and justify answers
- Initiate and respond to comments
- Use spoken language to develop understanding

Art and Design (KS1)

- Use a variety of mediums and begin to make choices about what to use for a particular purpose.
- Use drawing, painting, collage and sculpture for different purposes across the curriculum.
- Explore and discuss colour, texture, shape and pattern within artwork.
- Begin to make comparisons between artists studied.

Design Technology (KS1)

- Design purposeful, functional and appealing products
- Generate, model and communicate ideas
- Use a range of tools and materials to complete practical tasks
- Evaluate existing products and own ideas
- Build and improve structure and mechanisms
- Understand where food comes from

Mathematics

Number/Calculation

- Know 2, 5, 10s tables.
- Recognise the place value of each digit in a two-digit number.
- Count in 2s, 3s, 5s and 10s.
- Identify, represent and estimate numbers.
- Compare/ order numbers, including < > and =.
- Write numbers to 100.
- Know number facts to 20 (and related to 100).
- Use x and ÷ symbols.
- Solve problems.

Geometry/ Measures

- Know and use standard measures.
- Read scales to the nearest whole unit.
- Use symbols for £ and p and combine amounts to make a particular value.
- Tell time to the nearest 5 mins.
- Identify, describe, compare and sort 2D and 3D shapes.
- Order and arrange mathematical objects in patterns and sequences.
- Use terminology of position, direction and movement.

Fractions

- Find and write simple fractions.
- Understand equivalence (e.g. $\frac{1}{2} = \frac{2}{4}$)

Data

- Construct and interpret simple tables and pictograms.
- 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 data.

Music (KS1)

- Sing songs
- Play tuned and untuned instruments musically
- Listen to and understand live and recorded music
- Make and combine sounds musically

Geography

- Name and locate the world's continents and oceans, the 4 countries and capital cities of the UK and surrounding seas, using maps, atlases and globes.
- Use basic vocabulary to describe a less familiar area.
- Use aerial images and other models to create simple plans and maps, using symbols.
- Use simple fieldwork and observation skills to study the school and surrounding environment, identifying basic physical and human features.

PSHE

- Hazards: fire safety
- Friendships online
- Making choices
- Jobs and aspirations
- Hygiene
- Body parts—how I'm made, positive and negative touch, NSPCC pants rule

Religious Education

- Develop knowledge and understanding of religions Christianity and Judaism
- Use basic subject vocabulary
- Raise questions
- Express their own views in response to what they learn about
- **KEY CONCEPTS**—Creation, Gospel, Salvation, God, Torah, the people

Science

Biology

- Differentiate living, dead and non-living
- Growing plants (water, light, warmth)
- Basic needs of animals and offspring
- Simple food chains and habitats

Chemistry

- Identify and compare uses of different materials
- Find out how solid shapes can be changed by squashing, bending, twisting and stretching

History (KS1)

Key Concepts

- Changes in living memory (linked to aspects of national life where appropriate)

Key individuals:

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

Key events

- Beyond living memory—Great Fire of London links to Bonfire night
- Events and places of local importance

Computing

(KS1)

- To understand what an algorithm is and use it within my work.
- Recognise common uses of IT outside of school and that digital devices use algorithms.
- Make predictions for simple programs.
- Create and debug simple programs.
- Use technology to create, organise and store content.
- Use technology safely and respectfully, keeping personal information private; knowing where to go for help when something worries me.

Physical Education (KS1)

- Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination with some control and accuracy
- Participate in team games
- Perform dances using simple movement patterns with increased control, co-ordination and balance