

Coverage of the National Curriculum in Year 2 (Oystercatcher Class) at Marlborough

Reading Develop phonics until decoding is secure. Read common suffixes. Read and re-read phonic-appropriate books. Read common <i>exception</i> words. Discuss and express views about fiction, non-fiction and poetry. Become familiar with and retell stories. Ask and answer questions; make predictions Begin to make inferences.	English Writing Spell by segmenting into phonemes. Learn to spell common <i>exception</i> words. Spell using common suffixes, etc. Use appropriate size letters and spaces. Develop positive attitude 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 English. Speaking & Listening Articulate and justify answers. Initiate and respond to comments. Use spoken language to develop understanding.	Art & Design Use a range of materials. Use drawing, painting and sculpture. Develop techniques of colour, pattern, texture, line, shape, form and space. Learn about range of artists, craftsmen and designers.	Computing Understand use of algorithms. Write and test simple programs. Use logical reasoning to make predictions. Organise, store, retrieve and manipulate data. Communicate online safely and respectfully. Recognise uses of IT outside of school.
Number/Calculation Know 2, 5, 10x tables. Begin to use place value (T/U). Count in 2s, 3s, 5s & 10s. Identify, represent and estimate numbers. Compare / order numbers, including < > =. Write numbers to 100. Know number facts to 20 (+ related to 100). Use x and ÷ symbols. Recognise commutative property of multiplication.	Mathematics Geometry & Measures Know and use standard 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. Identify & sort 2-d & 3-d shapes. Identify 2-d shapes on 3-d surfaces. Order and arrange mathematical objects. Use terminology of position and movement.	Fractions Find and write simple fractions. Understand <i>equivalence of</i> eg $2/4 = 1/2$. Data Interpret simple tables and pictograms. Ask and answer comparison questions. Ask and answer questions about totalling.	Design & Technology 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.	Geography Name and locate the four countries and capital cities of the UK using atlases and globes. Identify seasonal / daily weather patterns in the United Kingdom and the location of hot and cold areas of the world. Use basic geographical vocabulary to refer to local and familiar features. Use four compass directions and simple vocabulary.
Science Biology Differentiate living, dead and non-living. Growing plants (water, light, warmth). Basic needs of animals and offspring. Simple food chains & habitats. Chemistry Identify and compare uses of different materials. Physics Compare how things move on different surfaces.	History Key Concepts Changes in living memory (linked to aspects of national life where appropriate). Key Individuals Lives of significant historical figures, including comparison of those from different periods. Significant local people. Key Events eg Bonfire night. Events of local importance.	Modern Languages Continue to develop language learning skills and attitudes with an increasing appreciation of grammatical differences. Learn greetings, numbers, colours and simple Cornish phrases using the <i>Tales from Porth</i> books and resources. Link language to cultural events.	Physical Education Master basic catching, balance, agility and co-ordination. Participate in team games. Perform dances using simple movement Build on confidence gained in first swimming experiences to begin developing recognisable strokes towards proficiency at 25 metres.	Music Sing songs. Play tuned and untuned instruments musically. Listen and understand live and recorded music. Make and combine sounds musically Religious Education Learning about Religion Explore a range of celebrations, worship from Christianity and Buddhism. Learning from Religion Discuss the meaning and teaching behind stories, appreciate the spiritual culture of living in Cornwall and understand that we have personal core values.