

Ryelands Primary School National Curriculum 2014

<p>English</p> <p>Reading</p> <ul style="list-style-type: none"> - Develop phonics until decoding secure - Read common suffixes - Read & re-read phonic-appropriate books - Read common 'exception' words - Discuss & express views about fiction, non-fiction & poetry - Become familiar with & retell stories - Ask & answer questions; make predictions - Begin to make inferences <p>Writing</p> <ul style="list-style-type: none"> - Spell by segmenting into phonemes - Learn to spell common 'exception' words - Spell using common suffixes, etc. - Use appropriate size letters & spaces - Develop positive attitude & stamina for writing - Begin to plan ideas for writing - Record ideas sentence-by-sentence - Make simple additions & changes after proof-reading <p>Grammar</p> <ul style="list-style-type: none"> - Use . ! ? , and ' - Use simple conjunctions - Begin to expand noun phrases - Use some features of standard English <p>Speaking & Listening</p> <ul style="list-style-type: none"> - Articulate & Justify answers - Initiate & respond to comments - Use spoken language to develop understanding 	<p>Mathematics</p> <p>Number/Calculation</p> <ul style="list-style-type: none"> - Know 2, 5, 10x tables - Begin to use place value (T/U) - Count in 2s, 3s, 5s & 10s - Identify, represent & estimate numbers - Compare / order numbers, inc. < > = - Write numbers to 100 - Know number facts to 20 (+ related to 100) - Use x and ÷ symbols - Recognise commutative property of multiplication <p>Geometry & Measures</p> <ul style="list-style-type: none"> - 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 & movement <p>Fractions</p> <ul style="list-style-type: none"> - Find and write simple fractions - Understand equivalence of e.g. 2/4 = 1/2 <p>Data</p> <ul style="list-style-type: none"> - Interpret simple tables & pictograms - Ask & answer comparison questions - Ask & answer questions about totalling 		
<p>Religious Education</p> <p>Local agreed syllabus- SACRE</p>	<h1 style="margin: 0;">Statutory Curriculum Overview Year 2</h1>	<p>Modern Foreign Languages</p> <p>Not at KS1</p>	
<p>Science</p> <p><u>Biology</u></p> <ul style="list-style-type: none"> - Differentiate living, dead and non-living - Growing plants (water, light, warmth) - Basic needs of animals & offspring - Simple food chains & habitats <p><u>Chemistry</u></p> <ul style="list-style-type: none"> - Identify and compare uses of different materials - Compare how things move on different surfaces 	<p>History</p> <p>Key Individuals (e.g. Explorers Christopher Columbus etc.)</p> <ul style="list-style-type: none"> - Lives of significant historical figures, including comparison of those from different periods - Significant local people <p>Whole school history topic: Local History</p> <p>Events beyond living memory (different to Y1)</p>	<p>Geography</p> <p>Whole School Topic: World Wide Wanderers! 4 countries of the UK. North West/ Lancaster</p> <p>Name & locate world's continents and oceans</p> <ul style="list-style-type: none"> - Compare local area to a <u>non-European country</u> - 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 observational skills to study the immediate environment 	<p>Computing (KS1)</p> <ul style="list-style-type: none"> - Understand use of algorithms - Write & test simple programs - Use logical reasoning to make predictions - Organise, store, retrieve & manipulate data - Communicate online safely and respectfully - Recognise uses of IT outside of school
<p>Physical Education (KS1)</p> <ul style="list-style-type: none"> - Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination - Participate in team games - Perform dances using simple movement - Swimming proficiency at 25m (KS1 or KS2) 	<p>Art and Design (KS1)</p> <ul style="list-style-type: none"> - 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 	<p>Design and Technology (KS1)</p> <ul style="list-style-type: none"> - Design purposeful, functional & appealing products - Generate, model & communicate ideas - Use range of tools & materials to complete practical tasks - Evaluate existing products & own ideas - Build and improve structure & mechanisms - Understand where food comes from 	<p>Music (KS1)</p> <ul style="list-style-type: none"> - Sing songs - Play tuned & untuned instruments musically - Listen & understand live and recorded music - Make Science and combine sounds musically