

The new National Curriculum 2014 - Year 2

ENGLISH

Reading

- Develop phonics until decoding is secure and reading fluent
- Read by blending sounds
- Read: words of 2+ syllables containing taught GPCs; words with common suffixes; common 'exception' words
- Read frequently encountered words quickly and accurately
- Read and reread books at appropriate level
- Discuss fiction, non-fiction and poetry beyond own reading level
- Discuss order of events
- Become familiar with and retell stories
- Read non-fiction books structured in different ways
- Recognise simple recurring literary language
- Discuss word meanings and favourite words/phrases
- Learn more poems by heart, reciting some
- Draw on prior knowledge to make sense of texts
- Check for sense and correct reading errors
- Make inferences and predictions
- Ask and answer questions
- Discuss books, poems and other texts
- Explain their understanding of texts

Writing

- Spell by segmenting into phonemes
- Learn new ways of spelling phonemes and some common homophones
- Spell common 'exception' words and more contractions
- Use the singular possessive apostrophe
- Distinguish between homophones and near-homophones
- Add suffixes to spell longer words
- Learn and apply spelling rules in Appendix 1

- Write simple dictated sentences
- Use letters and spaces of appropriate size
- Start using pre-joining strokes
- Write in different genres and for different purposes
- Plan ideas for writing
- Record ideas sentence by sentence
- Make simple additions and changes after proofreading
- Learn and use the grammar and terminology in Appendix 2
- In own writing use: sentences with different forms; expanded noun phrases; present and past tenses correctly; subordination and co-ordination; some features of written Standard English

Spoken language

- Listen and respond appropriately
- Ask relevant questions
- Build vocabulary
- Articulate and justify own ideas
- Describe, explain and narrate for different purposes; express feelings
- Participate actively in conversations
- Speculate, hypothesise and explore ideas
- Speak clearly and fluently in Standard English
- Take part in discussions, presentations, performances, role-play, improvisations and debates
- Keep listeners interested
- Explore different viewpoints
- Communicate effectively using appropriate register

LANGUAGES

- Not required at Key Stage 1

ART AND DESIGN (KS1)

- Use a range of materials
- Use drawing, painting and sculpture
- Develop techniques of colour, pattern, texture, line, shape, form and space
- Learn about a range of artists, craft makers and designers

SCIENCE

- Differentiate between living, dead and non-living
- Identify living things in their habitats; know they are suited to their habitat and are interdependent
- Describe feeding relationships using simple food chains
- Observe seeds and bulbs growing
- Understand plants need water, light and warmth
- Know all animals have offspring that grow into adults
- Understand animals need water, food and air
- Describe the importance for humans of exercise, balanced diet and hygiene
- Identify and compare uses of materials
- Explore changing the shape of solid objects

Working scientifically

- Ask simple questions
- Observe closely
- Perform simple tests
- Identify and classify
- Suggest answers to questions
- Gather and record data

MUSIC (KS1)

- Sing songs and speak chants and rhymes
- Play tuned and untuned instruments musically
- Listen to and understand a range of live and recorded music
- Make and combine sounds musically

DESIGN AND TECHNOLOGY (KS1)

- Design purposeful, functional and appealing products
- Generate, develop, model and communicate ideas
- Select from and use a range of tools and materials
- Evaluate existing products and own ideas and products
- Build and improve structures
- Explore and use mechanisms (e.g. levers, wheels)
- Prepare dishes using principles of a healthy diet
- Understand where food comes from

COMPUTING (KS1)

- Understand use of algorithms
- Write and test simple programs
- Use logical reasoning to make predictions
- Create, organise, store, manipulate and retrieve digital content
- Recognise uses of IT beyond school
- Communicate online safely and respectfully

PHYSICAL EDUCATION (KS1)

- Master and apply basic movement skills
- Participate in team games
- Perform dances using simple movements
- (KS1 or KS2) Swim at least 25 metres; use a range of strokes; perform self-rescue

GEOGRAPHY (KS1)

- Name and locate the world's continents and oceans; the UK's countries, seas and capitals
- Compare a UK locality with one outside Europe
- Identify weather patterns in the UK; locate hot/cold areas of the world
- Use basic geographical vocabulary to describe physical and human features
- Use world maps, atlases and globes
- Use the four points of the compass and locational/directional language
- Recognise features on aerial photos and plans; devise a map with symbols and key
- Study the immediate environment

MATHEMATICS

Number

- Count in 2s, 3s, 5s and 10s
- Use place value
- Identify, represent and estimate numbers
- Compare and order numbers 0 to 100; use $<$ $>$ $=$
- Read and write numbers to at least 100 in numerals and words
- Know number facts to 20 and derive related facts to 100
- Add and subtract using concrete, pictorial and mental methods
- Recognise addition is commutative
- Recognise and apply inverse relationship between addition and subtraction
- Know 2, 5 and 10 times tables; write facts using $\times$, $\div$ and $=$
- Recognise multiplication is commutative
- Recognise, find, name and write $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$, and $\frac{3}{4}$
- Recognise equivalence of $\frac{2}{4}$ and $\frac{1}{2}$
- Solve problems related to place value

Measurement

- Choose and use appropriate standard units
- Compare and order length, mass, volume/capacity; record using $<$, $>$ and $=$
- Use £ and p signs; combine coins to a given value and find different combinations
- Solve problems involving adding/subtracting money
- Compare and order time intervals
- Tell time to nearest five minutes
- Know the number of minutes in an hour/hours in a day

Geometry

- Identify and describe 2D and 3D shapes
- Identify 2D shapes on surfaces of 3D shapes
- Compare and sort common 2D and 3D shapes and everyday objects
- Arrange shapes in patterns/sequences
- Use vocabulary of position, direction and movement

Statistics

- Interpret and draw simple pictograms, tally charts, block diagrams and tables
- Ask and answer comparison and totalling questions