## Curriculum Overview Year 2 Autumn 2018

English  To continue to apply phonic knowledge and skills as they become embedded and reading is fluent. To read accurately words of two or more syllables that contain graphemes taught so far. To write narratives about personal experiences and those of others developing positive attitudes and stamina for writing using stories with familiar settings. To discuss the sequence of events in books and how items of information are related. To form nouns and adjectives using suffixes. To begin to expand noun phrases for description and specification. To spell by segmenting spoken words into phonemes and representing these by graphemes.	Art & Design  Painting landscapes and cityscapes	R.E.  The Bible – why is it such a special book?  Moses and the 10 Commandments
To know 2 x and 10x table To begin to use place value (Tens/Ones) To identify, represent and estimate numbers To know number facts to 20 To name and describe 2D Shapes  To know and use standard measures (cm) To know and use standard measures (cm) To use symbols for £ and pence To read time on digital and analogue clocks to the half hour and quarter hour To know and use clockwise and anti-clockwise To know and use standard measures (cm) To use symbols for £ and pence To read time on digital and analogue clocks to the half hour and quarter hour To know and use clockwise and anti-clockwise To know and use standard measures (cm) To use symbols for £ and pence To read time on digital and analogue clocks to the half hour and quarter hour To know and use clockwise and anti-clockwise To symbols for £ and pence To read time on digital and analogue clocks to the half hour and quarter hour To know and use clockwise and anti-clockwise To symbols for £ and pence To use symbols for £ and pence To use symbols for £ and pence	Design & Technology  Not applicable this term	Geography/History  Castles  Life in a Medieval Castle Explore Skipton Castle
Science  Plants  Observing and understanding conditions for growth	Modern Languages  Key Stage Two only  ICT	Music Use his/her voice expressively and creatively by singing songs and speaking chants and rhymes  PE
	. Coding	Fundamental skills Invasion games