## Weston Heights Infant School—Curriculum Overview for Year 2

## **English Y2 Computing KS1** Art and Design KS1 Spoken Language Understand what algorithms are; how they are implemented as programs on Use a range of materials creatively to design and make products. digital devices; and that programs execute by following precise and unambigu-Use drawing, painting, and sculpture to develop and share their ideas, Reading—Word Reading experiences and imagination - Create and debug simple programs. Develop a wide range of art and design techniques in using colour, pattern, Reading-Comprehension - Use logical reasoning to predict the behaviour of simple texture, line, shape, form and space - Learn about the work of a range of artists, craft makers and designers, Writing—Transcription—Spelling and handwriting describing the differences and similarities between different practices and Use technology purposefully to create, organise, store, manipulate and retrieve digital content Writing—Composition disciplines and making links to their own work. Recognise common uses of information technology beyond school. Writing—Vocabulary, Grammar and Punctuation Use technology safely and respectfully, keeping personally information private; knowing where to go for help and support when they have concerns about content or contact on the internet or other online technologies. Refer to Curriculum document for more detail. Design and Technology KS1 Geography KS1 Locational Knowledge - Name and locate the World's Design - Design purposeful, functional, appealing products for themselves and continents and 5 oceans; the other users based on design criteria. UK's countries seas and capital - Generate, develop, model and communicate their ideas through Place Knowledge talking, drawing, templates, mock-ups and, where appropriate, - Compare a UK locality with one information and communication technology. **Human and Physical Geography** Make - Select from and use a range of tools and Identify seasonal and daily weather patterns in the UK and the location of the Mathematics Y2 equipment to perform practical tasks (e.g. cutting hot and cold areas of the world in relation to the Equator and North and South shaping, joining and finishing). Select from and use a wide range of materials Use basic geographical vocabulary to refer to: key physical and human features nd components, including construction mate extiles, and ingredients, according to their characteristics. Number—Number and Place Value Geographical Skills and Fieldwork Evaluate - Explore and evaluate a range of products and ideas. Use world map, atlases and globes to identify the UK and its countries, as well as echnical knowledge - Build structures, exploring how they can be Number—Addition and Subtraction made stronger, stiffer and more stable. Use the 4 points of the compass and locational / directional language. - Explore and use mechanisms (e.g. levers, sliders, wheels and axles) Number—Multiplication and Division Recognise features on aerial photos and plans: devise a map with symbols and Cooking and Nutrition - Use the basic principles of a healthy and varied diet to key. Study the geography of the school and it's grounds. prepare dishes and understand where food comes from. Number—Fractions Measurement **PSHE KS1** Music KS1 - Use their voices expressively and creatively by singing songs Geometry—Properties of Shape Getting on and Falling Out and speaking chants and rhyme Geometry—Position and Direction Bullying play tuned and untuned Going for Goals Listen with concentration and understanding to a range of high-quality live and Statistics Good to be Me Experiment with, create, select and combine sounds using Refer to Curriculum document for more detail. their inter-related dimensions of music. History KS1 Science Y2 Learn about changes within living memory. Working scientifically - Learn about significant events (National and International) beyond living - Ask simple questions, observe losely, perform simple tests, identify and classify, suggest answ estions, gather and record data. - Learn about the lives of significant people and compare aspects of life in Living Things and their Habitats Explore and compare the differences between things that are living, dead, and different periods e.g. Florence Nightingale, Mary Seacole and Edith Cavell, things that have never been alive Learn about significant historical events, people and places in their own locality. **Physical Education** KS1 **Religious Education** KS1 Identify and name a variety of plants and animals that live in habitats to which - Master basic movements including running, jumping, - Learn how religious people show they belong to a faith they are suited and which provide their basic needs. Describe how animals obtain their food from plants and other animals, using throwing and catching, as well as developing balance, agility and community. the idea of a simple food chain, and identify and name different sources of food. co-ordination, and begin to apply these in a range of activities. Learn how religious people Participate in team games, developing simple tactics for attacking and defending. Learn about what people think about God and the natural world. - Observe and describe how seeds and bulbs grow into mature plants. Perform dances using simple movement patterns. Learn about special places of worship and special books. - Find out and describe how plants needs water, light and a suitable temperature All schools must provide swimming instruction either in KS1 or KS2. Learn about special religious people to grow and stay healthy. Animals, including humans Notice that animals, including humans, have offspring, which grow into adults. - Find out about and describe the basic needs of animals, including humans, for survival (water, food, air). - Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene Uses of Everyday materials - Identify and compare the suitability of a variety of everyday materials for particular uses and find out how the shapes made from some materials can be changed e.g. by squashing, bending, twisting, stretching.