

# Curriculum Overview for Year 1/2

## Mathematics

### Number/Calculation

- ☑ 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

### Fractions

- ☑ Find and write simple fractions
- ☑ Understand equivalence of e.g.  $\frac{2}{4} = \frac{1}{2}$

## 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 & movement

### Data

- ☑ Interpret simple tables & pictograms
- ☑ Ask & answer comparison questions
- ☑ Ask & answer questions about totalling

## English

### Reading

- ☑ 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

### Speaking & Listening

- ☑ Articulate & justify answers
- ☑ Initiate & respond to comments
- ☑ Use spoken language to develop understanding

### Writing

- ☑ 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

### Grammar

- ☑ Use . ! ? , and '
- ☑ Use simple conjunctions
- ☑ Begin to expand noun phrases
- ☑ Use some features of standard English

## Science

### Biology

- ☑ Differentiate living, dead and non-living
- ☑ Growing plants (water, light, warmth)
- ☑ Basic needs of animals & offspring
- ☑ Simple food chains & habitats

### Physics

- ☑ Compare things moving on different surfaces
- ☑ Observe & name a variety of sound sources
- ☑ Recognise that sound gets fainter with distance

### Chemistry

- ☑ Identify and compare uses of different materials

### Learning Challenge

- Which birds and plants would Little Red Riding Hood find in our park?
- Why are humans not like tigers?
- Why would a tiger not make a good pet?
- What is our school made of?
- Where do leaves go in winter?

## Geography (Y2)

- ☑ Name & locate the world's continents and oceans
- ☑ Compare a local area to a non-European country
- ☑ Use basic vocabulary to describe a less familiar area- Bury-London contrast
- ☑ 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- Homes

### Learning Challenge

- Where would you prefer to live: England or Africa?

## History (KS1)

### 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

- ☑ Bonfire night
- ☑ Events of local importance
- ☑ Castles and castle life
- ☑ Homes then and now
- ☑ William the Conqueror and the Tower of London

### Learning Challenge

- Why was Neil Armstrong a brave person?
- What was it like when the Queen came to the throne in 1953?

## Religious Education

- ☑ What is important to you?
- ☑ Christmas- Why do Christians celebrate it?
- ☑ How do I know when I'm being good?
- ☑ Creation- What do Christians and Jews believe?
- ☑ Bible Stories
- ☑ Judaism

## SMSC and PSHCE

- ☑ Feelings and emotions
- ☑ Staying safe
- ☑ Healthy choices
- ☑ Changes and growing up

## Computing (KS1)

- ☑ 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

## Art & 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, craftsmen and designers: Van Gogh, Da Vinci and Warhol

### Learning Challenge

- What is a 'still life' anyway?
- How can we turn that photograph into a painting?
- How can we print a savannah landscape?
- What does Bury/London look like?
- What could our wallpaper look like?

## Design & Technology (KS1)

- ☑ 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 structures & mechanisms- Castles
- ☑ Understand where food comes from

### Learning Challenge

- Can we design our own bedroom door sign?
- What would we put in our fruit salad?
- Can we design our own African Masks?

## Music (KS1)

- ☑ Sing songs
- ☑ Play tuned & untuned instruments musically
- ☑ Listen & understand live and recorded music
- ☑ Make and combine sounds musically

## Physical Education (KS1)

- ☑ Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination
- ☑ Participate in team games
- ☑ Perform dances using simple movement

## Modern Languages

- ☑ Read and understand short phrases
- ☑ Give a short and simple response to French
- ☑ Listen to and understand commands, questions and statements and react to them
- ☑ Extend the memory by recalling numbers, song words and colours