

English Promote high standards of language and literacy by equipping pupils with a strong command of the spoken and written word, and to develop their love of literature through widespread reading for enjoyment.

*apply phonic knowledge and skills as the route to decode words until automatic decoding has become embedded and reading is fluent *read further common exception words, noting unusual correspondences between spelling and sound *read most words quickly and accurately, without overt sounding and blending, when they have been frequently encountered *read aloud books closely matched to their improving phonic knowledge, sounding out unfamiliar words accurately, automatically and without undue hesitation *re-read these books *develop pleasure in reading, motivation to read, vocabulary and understanding *understand both the books that they can already read accurately and fluently and those that they listen to *spell Y2 words *form lower-case letters of the correct size relative to one another *start using some of the diagonal and horizontal strokes needed to join letters *write capital letters and digits of the correct size, orientation and relationship to one another and to lower case letters * use spacing between words that reflects the size of the letters *develop positive attitudes towards and stamina purposes *consider what they are going to write before beginning *make simple additions, revisions and corrections *read aloud what they have written with appropriate intonation to make the meaning clear *learn how to use the grammar for Y2

Mathematics Promote fluency in the fundamentals of mathematics, reason mathematically by following a line of enquiry and solve problems by applying their mathematics.

*count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward *recognise the place value of each digit in a two-digit number (tens, ones) *identify, represent and estimate numbers using different representations, including the number line *compare and order numbers from 0 up to 100; use and = signs *read and write numbers to at least 100 in numerals and in words *use place value and number facts to solve problems *solve problems with addition and subtraction including those involving numbers, quantities and measures *recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 *add and subtract numbers using concrete objects, pictorial representations, and mentally *recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems *recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers *calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (x), division (÷) and equals (=) signs *show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot *solve problems involving multiplication and division, including problems in contexts *recognise, find, name and write fractions 1/3, 1/4, 2/4 and 3/4 of a length, shape, set of objects or quantity *write simple fractions for example, $\frac{1}{2}$ of 6 = 3 and recognise the equivalence of 2/4 and $\frac{1}{2}$ *choose and use appropriate standard units to estimate and measure length/height, mass, temperature, capacity *compare and order lengths, mass, volume/capacity and record the results using >, < and = *recognise and use symbols for pounds (£) and pence (p) *solve simple problems in a practical context involving addition and subtraction of money, including giving change *compare and sequence intervals of time *tell and write the time to five minutes *identify and describe the properties of 2D and 3D shapes *use mathematical vocabulary to describe position, direction and movement *interpret and construct simple pictograms, tally charts, block diagrams and simple tables

A curriculum for Blackwell Year 2 Children

During their time at Blackwell, children will develop the following values and key competencies in line with our vision (see Curriculum overview) and also develop the outlined subject knowledge and skills.

At **Blackwell First School** we aim to educate the whole child and to ensure children are happy, healthy and fulfil their potential in terms of development of skills for life, social and moral values and academic success.

Values

**Respectful and responsible citizens *Competent and confident learners *Aspirational individuals*

Key competencies

**Co-operation *Communication *Independence*

Religious Education Enquire into significant questions which religion and worldviews address, so that they can develop the understanding and skills needed to respond to these.

Building on from Y1, *learn about beliefs, expression and celebration and the search for meaning and purpose through a reflective and questioning approach

Geography Inspire in pupils a curiosity and fascination about the world and its people that will remain with them for the rest of their lives.

Building on from Y1, *develop knowledge about the world, the United Kingdom and their locality. They should understand basic subject-specific vocabulary relating to human and physical geography and begin to use geographical skills, including first-hand observation, to enhance their locational awareness.

History Gain a coherent knowledge and understanding of Britain's past and that of the wider world. Inspire pupils' curiosity to know more about the past.

Building on from Y1, *learn about changes within living memory, events beyond living memory that are significant nationally or globally, the lives of significant individuals in the past who have contributed to national and international achievements and significant historical events, people and places in their own locality

Music Engage and inspire pupils to develop a love of music and their talent as musicians, and so increase their self-confidence, creativity and sense of achievement.

Building on from Y1, *use their voices expressively and creatively by singing songs and speaking chants and rhymes *play tuned and untuned instruments musically *listen with concentration and understanding to a range of high-quality live and recorded music *experiment with, create, select and combine sounds using the inter-related dimensions of music

Art and Design Engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment, invent and create their own works of art, craft and design. They should know how art and design both reflect and shape our history, and contribute to the culture, creativity and wealth of our nation.

Building from Y1, *use a range of materials creatively to design and make products *draw, paint, sculpt to develop and share their ideas, experiences and imagination *develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space *learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work

Science Develop scientific knowledge and conceptual understanding, an understanding of the nature, processes and methods of science and the uses and implications of science.

*explore and compare the differences between things that are living, dead, and things that have never been alive *identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other *identify and name a variety of plants and animals in their habitats, including microhabitats *describe how animals obtain their food from plants and other animals *observe and describe how seeds and bulbs grow into mature plants *find out and describe how plants need water, light and a suitable temperature to grow and stay healthy *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 and air) *describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene *identify and compare the suitability of a variety of everyday materials for particular uses and find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching

Design and Technology Design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values.

*Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing/making. They should work in a range of relevant contexts, building from Y1.

Computing Equip pupils to use computational thinking and creativity to understand and change the world.

Building from Y1: *understand what algorithms are; how they are implemented as programs on digital devices *create and debug simple programs *use logical reasoning to predict the behaviour of simple programs *use technology purposefully to create, organise, store, manipulate and retrieve digital content *recognise common uses of information technology beyond school *use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or online technologies

Physical Education Provide opportunities for pupils to become physically confident in a way which supports their health and fitness.

Building from Y1, *master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities *participate in team games, developing simple tactics for attacking and defending *perform dances using simple movement patterns

Personal Social Health and Economic Education Develop the knowledge, skills and attributes they need to manage their lives, now and in the future. It helps children and young people to stay healthy and safe, while preparing them to make the most of life and work.

*use growth mindset to support children to develop positive attitudes *across the curriculum, develop personal attributes in line with the school's values and key competencies *learn about British Values and community, safety, healthy minds and lifestyles, relationships, health prevention and basic first aid *learn about physical changes building on from Y1