

Curriculum Overview Class 2 Autumn 2020

<p style="text-align: center;"><u>English Year 2</u></p> <p>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.</p>	<p style="text-align: center;"><u>English Year 3</u></p> <p>To continue to apply knowledge of root words, prefixes and suffixes and to note unusual correspondences between spelling and sound. To plan by discussing ideas, to draft by rehearsing and organising material, to evaluate and edit by proof reading for spelling and punctuation errors. To expand the range of sentences, choose nouns effectively and use fronted adverbials. To use conjunctions, adverbs and prepositions to express time, place and cause. To introduce inverted commas to punctuate direct speech. To use prefixes and suffixes and write from memory simple sentences as dictated by the teacher.</p>	<p style="text-align: center;"><u>Art & Design</u></p> <p style="text-align: center;">Painting landscapes and cityscapes</p>	<p style="text-align: center;"><u>R.E.</u></p> <p style="text-align: center;">Why is the Bible such a special book? Why was the birth of Jesus such good news? <u>P.S.H.E</u></p> <p style="text-align: center;">Friendship Value Don't forget to let love in</p>
<p style="text-align: center;"><u>Mathematics Year 2</u></p> <p>To know 2 x, 5 x and 10 x table To know and use standard measures (cm) To begin to use place value and to use symbols for £ and pence To read time on digital and analogue clocks the half hour and quarter hour To represent and estimate numbers To know and use clockwise and anti-clockwise directions. To know number facts to 20 To name and describe 2D shapes To find doubles and halves of numbers To use Venn and Carroll Diagrams</p>	<p style="text-align: center;"><u>Mathematics Year 3</u></p> <p>To know 3 x, 4 x, 6 and 8 x table To measure and compare length, mass and volume To recognise the value of each digit in a 3 digit number and compare and order numbers up to 1000 To tell and write the time from an analogue clock, including Roman Numerals and 12 hour and 24 hour clocks To name and recognise 2D and 3D shapes To recognise angles and identify horizontal and vertical lines To interpret data using bar charts and tables</p>	<p style="text-align: center;"><u>Design & Technology</u></p> <p style="text-align: center;">Not applicable this term</p>	<p style="text-align: center;"><u>Geography/History</u></p> <p style="text-align: center;">Year 2 Castles Year 3 Stone Age</p>
<p style="text-align: center;"><u>Science</u></p> <p style="text-align: center;">Ready Steady Grow! Plants and conditions for growth</p> <p style="text-align: center;">Animals including humans</p>	<p style="text-align: center;"><u>Modern Languages</u></p> <p style="text-align: center;">German</p>	<p style="text-align: center;"><u>Music</u></p> <p style="text-align: center;">Use our voices expressively and creatively by singing songs and speaking chants and rhymes</p>	
	<p style="text-align: center;"><u>ICT</u></p> <p style="text-align: center;">Coding E safety</p>	<p style="text-align: center;"><u>P.E</u></p> <p style="text-align: center;">Fundamental skills Invasion games</p>	