

**Grammar**

* Use . ! ? and ‘
* Use simple conjunctions
* Begin to expand noun phrases
* Use some features of standard English

**Speaking and Listening**

* Articulate and justify answers
* Initiate and respond to comments
* Use spoken language to develop undertstanding

**Number/Calculation**

* count in steps of 2, 3, and 5 from 0, and in 10s from any number, forward and backward
* recognise the place value of each digit in a two-digit number (10s, 1s)
* 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
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**Fractions**

* recognise, find, name and write fractions ½, ¼ and ¾ of a length, shape, set of objects or quantity
* write simple fractions, for example ½ of 6 = 3 and recognise the equivalence of ½ and 2/4

**Geometry and Measures**

* choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels
* compare and order lengths, mass, volume/capacity and record the results using >, < and =
* recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value
* find different combinations of coins that equal the same amounts of money
* solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change
* compare and sequence intervals of time
* tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times
* know the number of minutes in an hour and the number of hours in a day
* identify the properties of 2D and 3D shapes
* Order and arrange objects in patterns
* Use terminology of position and movement

**Data**

* interpret and construct simple pictograms, tally charts, block diagrams and tables
* ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity
* ask-and-answer questions about totalling and comparing categorical data

**Science**

**Living Things and Their Habitats**

* 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, using the idea of a simple food chain, and identify and name different sources of food

**Plants**

* 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

**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 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, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses
* find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching

Green Meadow Year 2 Curriculum

**Reading**

* Develop phonics until decoding is secure
* Read common suffixes
* Rea and re-read phonic appropriate books
* Read common exception words
* Discuss and express views about fiction,

non-fiction and poetry

* Become Familiar with and re-tell stories
* Ask and Answer questions; make predictions

**Writing**

* Spell by segmenting into phonemes
* Learn to spell common exception words
* Spell days of the week
* Use common prefixes and suffixes
* Use appropriate size letters and spaces
* Develop writing stamina
* Begin to plan writing
* Begin to edit

Begin to plan

**Computing (KS1)**

* understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions
* 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 other online technologies