



- 1. Hear you child read as often as possible and read to them too! Choose books from home and the library, as well as reading school books together.
- 2. Practise writing and saying the days of the week and the months of the year.
- 3. Practise joined handwriting. This website might be helpful <a href="http://www.cursivewriting.org/joined-cursive-fonts.html">http://www.cursivewriting.org/joined-cursive-fonts.html</a> (number 10) or speak to the teachers for any help and advice.
- 4. Practise simple adding and subtracting when you do the shopping together.
- 5. As spring approaches, keep an eye on the birds and animals that come into your garden. You could keep a diary record and share with the class during science lessons.
- 6. Get your child to teach you a strategy they have learnt in maths. Get them to explain a spelling rule of a sound from phonics they've learnt.

# Frome Valley CE First School

# Year 2

# Curriculum Statement

Spring 2

#### **Year 2 Curriculum Overview**

#### Writing

- Write sentences with different forms: statement, question, exclamation, command.
- Use expanded noun phrases to describe and specify [for example, the blue butterfly].
- Use subordination (using when, if, that, or because) and coordination (using or, and, or but) to link and extend sentences.

#### English

#### Reading

- Recognise simple recurring literary language in stories and poetry.
- Discuss and clarifying the meanings of words, linking new meanings to known vocabulary.
- Discuss their favourite words and phrases.
- Continue to build up a repertoire of poems learnt by heart, appreciating these and reciting some, with appropriate intonation to make the meaning clear.

#### **Phonics**

- Learn new ways of spelling phonemes for which one or more spellings are already known, and learn some words with each spelling, including a few common homophones.
- Learn to spell common exception words.
- Learn to spell more words with contracted forms.

#### Art & Design: Water Water Everywhere

- To use a range of materials creatively to design and make products.
- To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.
- To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
- To learn about the work of a range of artists making links to their own work.

#### Computing

- To use technology safely and respectfully.
- To use technology to create, store, manipulate and retrieve digital content.

#### **Mathematics**

- Count forward and backward in steps of 2, 3, and 5 from 0, and make jumps in tens from any number.
- Compare and order numbers from 0 up to 100; use <, > and = signs.
- Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.
- 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, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.
- Compare and sequence intervals of time.
- Tell and write the time to five minutes, including quarter past/to the hour and draw the hands a clock face to show these times.
- Know the number of minutes in an hour and the number of hours in a day.

### PSHE

- To know what to eat to stay healthy.
- To know how to relax my body and mind.

#### Geography: Water Water Everywhere

- Use basic geographical vocabulary to refer to key physical features.
- Use world maps, atlases and globes.
- Use simple compass directions to describe the location of features and routes on a map.
- Use aerial photographs and plan perspectives to recognise landmarks; devise a simple map; and use and construct basic symbols in a key. Use simple fieldwork and observational skills.

#### Music: Water Water Everywhere

- 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.

#### Science: Living things and their Environment

- 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.
- animals in their habitats.

  Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain..

• Identify and name a variety of plants and

## **Physical**

### Education

- To master basis 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.
- To participate in team games, developing simple tactics for attacking and defending
- To understand the effects of exercise on the body.

#### Religious

#### Education

- To know some of the teachings of 'Good News' from the Bible.
  - understand how Christian's beliefs can be put into practise.