



# Curriculum Overview

Year 2

Summer Term 2025



## English

Phonics encoding and decoding, recognising homophones and new homophones  
Reading and responding with focus on prediction, deduction and inference skills  
Development of cursive writing  
Dictation and proofreading, editing own writing  
Expanding descriptions and using accurate grammar and punctuation in creative writing texts  
Understanding grammatical terminology

## Mathematics

Understand place value and 3 digit numbers  
Count in steps of 2 3 4 5 and 10  
Use operations of number and apply rules to solving word problems  
Use inverses to solve problems  
Recognise, find and calculate fractions of number  
Accurately measure using standard units and read divisions of scale  
Solve problems involving money and time  
Use mathematical language to describe position, direction and rotation

## Science

Materials  
Summer  
Recycling

## Humanities

The Titanic  
Water

## Modern Foreign Languages


### Spanish

Easter in Spain  
Animals & Pets  
Further practice with colours & numbers  
Months of the Year & Birthdays  
Days of the Week  
Recap of Means of Transport  
How I travel to school

## Physical Education

Striking and fielding a ball  
Small team games  
Athletics: jumping, throwing, running  
Hockey skills  
To work co-operatively with a partner or a team.  
To evaluate and improve their performance.

Please note that occasional changes may occur

<b>Art &amp; Design</b> The Titanic Summer Father's day	<b>Religious Education</b> St. George's Day Bible Stories World Religions
<b>Music</b> Rhythm notation Pitch notation New repertoire of songs Listening to music from the last 100 years Preparation for performances	<b>PSHCEE</b> Rights and responsibilities Money and its different forms Strengths and interests Belonging (sameness and difference) Mental Health awareness week Environment Aspirations Sun safety Internet Let's celebrate (transition) Equality - stereotyping
<b>Computing</b> Robot algorithms – Creating and debugging programs, and using logical reasoning to make predictions. Programming quizzes – Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.	

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## General Information

Please ensure that your child:

- Reads regularly at home including Oxford Reading Buddy
- Regularly uses Mathletics at home to complete work on Maths
- Has all uniform and kit clearly labelled
- Children should practise the weekly spellings & times tables regularly at home
- Children should bring a bottle of water to school
- Is fully equipped with a named pencil case & the appropriate contents: pencils, sharpener, eraser & ruler

## Clubs

### Mondays

Ballet – 3.05pm 3.35pm with Louise Rutter

### Tuesday

Mini Tennis – 3.05pm to 3.45pm with Activity4 All

### Wednesdays

Construction – 3.05pm to 3.35pm with Mrs Parkins

Jo Jingles – 3.05pm to 3.40pm with Jo Jingles

Dance Fun Club – 3.05pm to 3.35pm with Mrs Daniel

### Thursdays

Fielding Games – 3.05pm to 3.35pm with Activity4All

