

Year 2 Targets - Diary of a First Child

English

Reading

Reads fluently

Reading Comprehension

Listen to, discuss and give opinions on stories, non-fiction text and poetry

Check: Does reading make sense?

Does reading make sense?

Retell traditional and fairy stories with details

Sequence the events in a story

Recite poems by heart

Writing and Spelling

Explore Graphemes: (written forms of sounds)

Explore Homophones: (words that sound the same but have different meanings)

Explore contracted words (they're, we've etc)

Learn about possessive apostrophe

Learn about suffixes

Hand writing

Practice lower case letters (check for similar size and spacing between words)

Writing - Composition

Write a range of stories, non-fiction and poetry

Learn to plan what will be written first

Encourage the use of more detailed descriptions in writing

Writing - Vocabulary, Grammar and Punctuation

Learn to make compound words

Learn to use adverbs by adding -ly

Joining sentences together with words like if, when, because etc

Change tenses

Punctuation

Maths

Number - Number and place value

Learn to count in jumps of 2,3, 5, and 10

Learn to forwards and backwards

Understand that a two digit number is made up of tens and ones

Estimate where numbers might appear on a blank number line

Compare and order numbers up to 100. Use $>$ $<$ $=$

Identify odd and even numbers confidently

Read and write up to 100 in numerals and words

Number - addition and subtraction

Solve addition and subtraction problems using measure (length, capacity, weight, time), quantities (money) and numbers both mentally and with written calculations

Subtraction and addition up to 100

Using mental maths to add and subtract: two and one digit numbers

: two digit number and multiple of ten

: two two digit numbers

: add three single digits

Understand that addition can be carried out in any order, but not subtraction

Number - multiplication and division

2 times table

5 times table

10 times table

Number - fractions

Learn $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$, $\frac{3}{4}$ of a shape, length or set, writing and solving calculations

Recognise equivalent fractions like $\frac{2}{4}$ is the same as $\frac{1}{2}$

Order fractions on a number line

Measurement

Learn to choose the correct units to estimate and measure mass, temperature, height or length

Learn to compare sizes using symbols $>$ $<$ and $=$

Tell time to the nearest 5 mins and make draw on a clock face

How many minutes are there in an hour, and hours in a day

Investigate combinations of coins or notes to make a given amount

Solve money problems including giving change

Geometry - Shape

Describe the number of sides and lines of symmetry for different 2D and 3D shapes

Sort 2D and 3D shapes depending on their properties

Investigate the faces of 3D shapes

Geometry - Position and Direction

Learn the link between angles and rotations such as right angle turns and three-quarter turns

Statistics

Record, organise and interpret information using tallies, pictograms, block graphs and tables

Science

Work Scientifically

Compare living things, materials or objects and group them accordingly

Observe how things change over time and look for patterns, making simple measurements to gather and record data

Living things and their habitat

Learn about differences between living things, things that have died and things that have never been alive

Learn about a variety of plant and animal habitats, finding out how things are suited to their habitats

Learn about food chains

Animals, Including Humans

Recognise that animals and humans have babies

Understand the basic needs of animals and humans in order to grow strong and healthy

Learn about the importance of exercise

	Learn about healthy eating
	Learn about good hygiene
Plants	Investigate and describe how plants need light, water and temperature to be healthy
	Observe how bulbs and seeds change over time
Uses of everyday materials	investigate how solids can change shape (i.e. melting)
	Learn about developer of new materials and products they have helped to create
Art and Design	
Digital Media	Record artistic inspirations using a digital camera and video recording
	Use simple graphic packages to create images by changing line shape colour and texture
Printing	Investigate the effects of printing with a range of different materials such as potatoes, sponges or pine cones - anything that makes patterns
	Experiment with rollers, printing palettes and printing blocks
	Go on a pattern walk to investigate different patterns around you, take rubbings with wax crayons
	Use different papers and fabrics to achieve different finishes
3D Sculpture	Use clay and other malleable materials to see how they can be joined together
Painting	See what effects different brush sizes create
	Colour match objects
	Learn about different paint types and the effects they can achieve
	Know the primary and secondary colours
	Look at textures when items such as sand, glue and glitter are added to paint
Textiles	Cut and shape different types of material with control and accuracy
	Learn basic sewing (running stitch, over stitch, cross stitch, back stitch)
	Investigate dyeing fabrics and weaving using twigs, pipe cleaners, ribbons etc
Collage	Create collages from magazines etc - use different textured effects like overlapping, tearing, crumpling etc
Drawing	Use pencils, charcoal, crayons, pastels, rubbers, felt tips, chalk to draw
	Use darker or lighter shades to depict tone
	Make observational drawings
Evaluation	Evaluate own and other's work critically, looking for ways to improve
Computing	

E-Safety

Learn how to keep safe online

Learn what personal information is and how to keep this information safe

Learn about being respectful online

How do we use technology in our lives?

Is everything we see on the internet true?

Data

Learn about fonts, colours and sizes used in presenting data

Gather data in different ways (use a microphone, take pictures, create a chart etc)

Explore branching databases

Programming

Introduce programming with floor robots

Use software such as Logo or Scratch for basic programming

Design and Technology

Design

Come up with ideas and create models or plans to explain ideas

Make

Select materials and ingredients, measure, mark out, cut and shape materials to make something new

Evaluate

Evaluate own and other's work

Technical Knowledge

Explore how to stiffen, strengthen and make structures stable

Learn how to use sliders, levers, axles and wheels

Cooking and Nutrition

Work with food

Investigate what makes a healthy and balanced diet

Learn about where food comes from

Geography

Location Knowledge

Learn to name, locate the world's seven continents and five oceans

Place Knowledge

Look at the difference between an area of the UK and an area of a non-EU country

Human and Physical Geography

Difference between natural and man-made features of the land

Study the physical features of a specific place both in terms of physical (natural) features and human features (villages, towns, houses etc)

Geographical Skills and Fieldwork

Use aerial photograph and maps to locate physical and human features using map symbols

Create maps, construct basic symbol keys

History

No specific targets

Music

Experiment with using voices to create effects, sing in tune and with expression

Learn how sounds can be organised, composing pieces with a beginning, middle and end

Represent sounds with symbols, create different moods with music

Physical Education

Games

Take part in competitive games

Work on improving co-ordination and controlling bodies

Recognise the changes in the body before, during and after exercise and discuss these changes

Dance

Work on exploring, remembering, repeating and linking different movements for expressive dance

Compose and perform dance phrases

Learn about warming up and cooling down

Gymnastics

Lift, move and position gym equipment safely

Remember, repeat and link up combinations of gym actions

Athletics

Practice control and co-ordination with a range of equipment

Outdoor and Adventurous Activities

Follow routes, find different places in a set time