



# SCO International Olympiad Class 2 Syllabus Overview

Subject-wise chapter pathways, learning outcomes, and learner-growth goals

Maths

English

Science

Mental Ability

Finance

AI

Entrepreneurship

Coding

GK

Life Skills

## What this document helps with

- gives schools and teachers a clear Class 2 pathway across multiple Olympiad subjects
- explains how SCO preparation, practice, and reporting fit together
- turns syllabus resources into a polished, website-ready and editable Word document

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This document is fully editable in Word and prepared for brochure, website, and school-circulation use.

## How to read this syllabus overview

Designed for schools, teachers, families, and website users

This document converts the Class 2 syllabus resources into a polished, readable, and editable overview. It follows the saved SCO syllabus pattern: branded presentation, chapter-wise subject structure, what students will learn, expected outcomes, foundational bridge, and the free-learning-materials note.

<p><b>What this overview includes</b></p> <ul style="list-style-type: none"> <li>• subject-wise chapter lists across the available Class 2 Olympiad pathways</li> <li>• what students will learn in each subject</li> <li>• learning outcomes written in practical, school-friendly language</li> </ul>	<p><b>Who can use it</b></p> <ul style="list-style-type: none"> <li>• schools for website and brochure use</li> <li>• teachers for chapter planning and communication</li> <li>• parents for understanding preparation scope</li> </ul>
<p><b>How to use it well</b></p> <ul style="list-style-type: none"> <li>• read the subject overview first</li> <li>• use the chapter table for sequencing and planning</li> <li>• connect the outcomes with classroom practice and home revision</li> </ul>	<p><b>Support note</b></p> <ul style="list-style-type: none"> <li>• SCO International Olympiad provides free learning materials to support concept-building, revision, and guided preparation.</li> </ul>

## Foundational bridge for Class 2 learners

Why Class 2 is an important transition year

<p><b>From basic to applied</b></p> <ul style="list-style-type: none"> <li>• Class 2 moves children from very simple recognition toward stronger application, explanation, and comparison.</li> </ul>	<p><b>Best learning style</b></p> <ul style="list-style-type: none"> <li>• At this age, children learn best through short sessions, visuals, examples, oral reasoning, and repeated low-pressure practice.</li> </ul>
<p><b>Olympiad value</b></p> <ul style="list-style-type: none"> <li>• The purpose is not only competition; it is also concept strength, confidence, reasoning, awareness, and learner identity.</li> </ul>	<p><b>Teacher role</b></p> <ul style="list-style-type: none"> <li>• Teachers are most effective when they turn chapters into mini-goals, examples, discussions, and confidence-building revision.</li> </ul>

## Maths Olympiad

Builds Class 2 confidence in core operations, comparison, measurement, money, time, shapes, data, and logic so students can move from simple recall to accurate application.

<b>What students will learn</b> <ul style="list-style-type: none"> <li>• add and subtract with growing fluency</li> <li>• understand multiplication and division through equal groups and sharing</li> <li>• read time, compare quantities, and use money in everyday contexts</li> <li>• interpret simple pictographs and shape-based questions</li> </ul>	<b>Expected learning outcomes</b> <ul style="list-style-type: none"> <li>• stronger number sense and calculation confidence</li> <li>• better real-life maths application</li> <li>• improved readiness for higher primary problem solving</li> </ul>
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No.	Chapter name	Learning outcome / what this chapter builds
1	<b>Addition and Subtraction</b>	Adds and subtracts numbers with growing fluency and confidence.
2	<b>Multiplication</b>	Understands multiplication through equal groups and repeated addition.
3	<b>Division</b>	Uses sharing and grouping ideas to understand division simply.
4	<b>Number Comparison</b>	Compares numbers and quantities with better place-value awareness.
5	<b>Length</b>	Measures and compares length using familiar classroom situations.
6	<b>Weight and Capacity</b>	Explores heavier, lighter, full, empty, and simple unit-based comparison.
7	<b>Time and Money</b>	Reads basic time and handles small money values in real-life contexts.
8	<b>Lines</b>	Recognizes and describes different kinds of lines and their use in shapes.
9	<b>Shapes and Solids</b>	Identifies 2D and 3D forms and relates them to everyday objects.
10	<b>Pictographs</b>	Reads simple data visuals and answers questions from them.
11	<b>Logical Reasoning</b>	Uses pattern-based and step-based thinking to solve non-routine tasks.

## English Olympiad

Strengthens vocabulary, grammar, sentence understanding, and expression through foundational language concepts that support both Olympiad readiness and classroom performance.

<b>What students will learn</b> <ul style="list-style-type: none"> <li>• identify and use nouns, pronouns, verbs, and adverbs</li> <li>• apply articles more accurately</li> <li>• learn opposites, synonyms, and antonyms for vocabulary growth</li> <li>• understand sentence structure and word relationships</li> </ul>	<b>Expected learning outcomes</b> <ul style="list-style-type: none"> <li>• improved grammar awareness</li> <li>• better reading and response skills</li> <li>• clearer spoken and written expression</li> </ul>
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No.	Chapter name	Learning outcome / what this chapter builds
1	<b>Noun</b>	Identifies naming words in simple sentences.
2	<b>Pronoun</b>	Identifies naming words in simple sentences.
3	<b>Verb</b>	Recognizes doing words and uses them correctly.
4	<b>Adverb</b>	Recognizes doing words and uses them correctly.
5	<b>Articles - A, An or The</b>	Uses a, an, and the more accurately.
6	<b>Tell the Opposite Words</b>	Expands vocabulary by understanding opposite meanings.
7	<b>Synonyms and Antonyms</b>	Learns related word meanings and contrasts.
8	<b>Animals, Their Babies and Sound</b>	Builds age-appropriate understanding, confidence, and practical application.
9	<b>Sentences</b>	Builds and reads simple sentences with better understanding.

## Science Olympiad

Helps young learners observe the world more carefully through topics linked to living things, body awareness, materials, environment, safety, and the Earth around them.

### What students will learn

- classify plants, animals, foods, and common materials
- understand body parts, habits, and safety rules
- explore air, water, rocks, transport, and the sky in simple ways

### Expected learning outcomes

- more confident observation-based learning
- better connection between science and daily life
- stronger curiosity and questioning habits

No.	Chapter name	Learning outcome / what this chapter builds
1	<b>Animals and Plants</b>	Classifies living things and observes their features.
2	<b>Human Body</b>	Understands body parts, functions, and care habits.
3	<b>Food</b>	Recognizes healthy food ideas and simple food-group awareness.
4	<b>Housing and Clothing</b>	Connects shelter and clothing with daily needs and environment.
5	<b>Occasions and Festivals</b>	Builds cultural and social awareness through everyday celebrations.
6	<b>Good Habits and Safety Rules</b>	Applies good habits and safety rules in school and home contexts.
7	<b>Air, Water and Rocks</b>	Explores common natural materials and their uses.
8	<b>Transport and Communications</b>	Understands movement, communication, and practical daily systems.
9	<b>Earth and Universe</b>	Builds early awareness of the planet, sky, and space.

## Mental Ability Olympiad

Develops early reasoning power through patterns, figure analysis, comparison, classification, series, and spatial understanding.

What students will learn	Expected learning outcomes
<ul style="list-style-type: none"> <li>• extend patterns and complete simple series</li> <li>• spot odd-one-out and group figures logically</li> <li>• use shape and position clues to solve visual problems</li> </ul>	<ul style="list-style-type: none"> <li>• improved attention to detail</li> <li>• better non-verbal reasoning</li> <li>• higher confidence in challenge-style questions</li> </ul>

No.	Chapter name	Learning outcome / what this chapter builds
1	<b>Patterns</b>	Extends and creates patterns more confidently.
2	<b>Measuring Units</b>	Compares quantities and begins to reason with units.
3	<b>Geometrical Shapes</b>	Recognizes figures and reasons through shape properties.
4	<b>Odd One Out</b>	Classifies items and spots the non-matching element.
5	<b>Spatial Understanding</b>	Improves position, direction, and visual understanding.
6	<b>Grouping of Figures</b>	Organizes figures using similarity and difference.
7	<b>Analogy and Ranking Test</b>	Uses relation-based thinking and simple ranking logic.
8	<b>Embedded Figures</b>	Notices shapes hidden inside larger figures.
9	<b>Series Completion</b>	Completes figure or number progressions carefully.

## Finance Knowledge Olympiad

Introduces children to money sense through earning, spending, saving, sharing, budgeting, record-keeping, and safe money choices.

What students will learn	Expected learning outcomes
<ul style="list-style-type: none"> <li>• understand basic earning and spending ideas</li> <li>• make simple budgets using child-friendly examples</li> <li>• record small savings habits and spending notes</li> <li>• connect honesty and safety with money behavior</li> </ul>	<ul style="list-style-type: none"> <li>• early financial responsibility</li> <li>• practical money awareness</li> <li>• better decision-making with simple values-based thinking</li> </ul>

No.	Chapter name	Learning outcome / what this chapter builds
1	<b>Ways to Earn</b>	Builds a first understanding of how people earn money.
2	<b>Earning vs. Spending</b>	Distinguishes income from spending in child-friendly situations.
3	<b>Simple Budgets</b>	Uses very simple budget thinking to allocate small amounts.
4	<b>Save, Spend, Share in Daily Life</b>	Connects money decisions with habits and values.
5	<b>Piggy Bank Record-Keeping</b>	Records savings and spending in a simple organized way.
6	<b>Honesty, Safety, and Wise Choices</b>	Applies good habits and safety rules in school and home contexts.

## Artificial Intelligence Olympiad

Introduces AI as a child-friendly topic through daily-life examples, patterns, logic, safety, machine-vs-human thinking, and early project work.

What students will learn	Expected learning outcomes
<ul style="list-style-type: none"> <li>recognize AI examples in familiar settings</li> <li>understand the simple idea of sense-think-act</li> <li>explore patterns, shapes, and data games</li> <li>practice safe and kind technology use</li> <li>experience rule-based and block-based thinking</li> </ul>	<ul style="list-style-type: none"> <li>future-readiness at an age-appropriate level</li> <li>stronger logic and curiosity</li> <li>balanced exposure to technology and responsibility</li> </ul>

No.	Chapter name	Learning outcome / what this chapter builds
1	<b>What is Artificial Intelligence</b>	Builds a simple age-appropriate idea of AI.
2	<b>Artificial Intelligence Examples in Daily Life</b>	Recognizes where AI appears in familiar settings.
3	<b>How Artificial Intelligence Works (Sense - Think - Act)</b>	Understands a basic model of how AI responds.
4	<b>Learn Patterns, Shapes, Colors and Data Games for Artificial Intelligence</b>	Extends and creates patterns more confidently.
5	<b>Learn Machine vs Human Capabilities for Artificial Intelligence</b>	Compares what people and machines do differently.
6	<b>Safe and Kind Artificial Intelligence Use</b>	Practises responsible technology behaviour.
7	<b>Logic Puzzles and Matching Fun</b>	Strengthens thinking through matching and puzzle tasks.
8	<b>Block Coding and Rule-Based Thinking</b>	Follows simple rules and instructions step by step.
9	<b>Student Artificial Intelligence Project Template for Grade 2</b>	Begins guided project-style thinking in a child-friendly way.

## Entrepreneurship Olympiad

Encourages children to observe problems, imagine helpful ideas, work in teams, think about needs and wants, and understand simple budgeting and fairness.

What students will learn	Expected learning outcomes
<ul style="list-style-type: none"> <li>identify problems and think of useful ideas</li> <li>distinguish needs from wants</li> <li>learn basic saving, spending, and budget ideas</li> <li>develop teamwork, leadership, and fair decision habits</li> </ul>	<ul style="list-style-type: none"> <li>greater initiative and creativity</li> <li>stronger confidence in idea expression</li> <li>early exposure to responsible enterprise thinking</li> </ul>

No.	Chapter name	Learning outcome / what this chapter builds
1	<b>What Is Entrepreneurship</b>	Builds age-appropriate understanding, confidence, and practical application.
2	<b>Entrepreneurs Around Us</b>	Notices entrepreneurship in familiar real life.
3	<b>Spotting Problems and Finding Helpful Ideas</b>	Thinks of helpful solutions to small everyday problems.
4	<b>Creativity and Brainstorming</b>	Generates and refines ideas more confidently.

5	<b>Needs and Wants</b>	Distinguishes wants from needs in practical examples.
6	<b>Saving, Spending, and Sharing</b>	Connects values with simple money behaviour.
7	<b>A Simple Budget</b>	Uses basic budget thinking in miniature planning.
8	<b>Value Creation Why People Choose an Idea</b>	Understands why useful ideas matter to others.
9	<b>Teamwork and Leadership</b>	Works with others and begins simple leadership.
10	<b>Fairness, Safety, and Good Rules</b>	Applies good habits and safety rules in school and home contexts.
11	<b>Digital Innovation for Young Learners</b>	Connects ideas with digital-age creativity.
12	<b>International Thinking Ideas Can Help People Everywhere</b>	Develops simple awareness that ideas can help people widely.
13	<b>From Idea to Mini Business Plan</b>	Organizes ideas in a very simple start-to-finish format.

## Coding Olympiad

Builds computational thinking through commands, sequences, patterns, simple game creation, and beginner coding ideas suitable for Class 2 learners.

<b>What students will learn</b> <ul style="list-style-type: none"> <li>• understand basic coding concepts and simple instructions</li> <li>• use pattern recognition and step-by-step thinking</li> <li>• explore beginner game-building ideas in guided form</li> </ul>	<b>Expected learning outcomes</b> <ul style="list-style-type: none"> <li>• improved sequencing and logic</li> <li>• better persistence in problem solving</li> <li>• a smooth bridge toward future coding learning</li> </ul>
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No.	Chapter name	Learning outcome / what this chapter builds
1	<b>Basic Concepts of Coding</b>	Understands instructions, order, and code-like thinking.
2	<b>Examples of AI</b>	Notifies how intelligent systems appear in learning and games.
3	<b>Pattern Recognition Games</b>	Uses patterns to support computational thinking.
4	<b>Simple Game Creation (Teacher-Friendly Split Chapter)</b>	Experiences beginner creative logic through guided making.
5	<b>Olympiad Practice, Assignments, and Latest Scenarios in Coding for Kids</b>	Applies coding ideas in simple practice tasks.

## GK Olympiad

Broadens general awareness through countries, flags, calendar skills, professions, landmarks, safety, and environment-linked knowledge.

<b>What students will learn</b> <ul style="list-style-type: none"> <li>• recognize countries, flags, and seasons</li> <li>• identify professions, landmarks, and community roles</li> <li>• connect awareness learning with maps, charts, and discussion</li> </ul>	<b>Expected learning outcomes</b> <ul style="list-style-type: none"> <li>• broader world awareness</li> <li>• better classroom confidence in oral responses</li> <li>• stronger observation and recall in general studies</li> </ul>
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No.	Chapter name	Learning outcome / what this chapter builds
1	<b>Myself in the World</b>	Develops awareness of home country and world connections.
2	<b>Time &amp; Calendar</b>	Reads days, months, and seasons more accurately.
3	<b>Basic Science in GK</b>	Connects general awareness with body, food, and tools.
4	<b>Local &amp; World Landmarks</b>	Recognizes important places and map-linked knowledge.
5	<b>People &amp; Professions</b>	Understands common jobs and how they help society.
6	<b>Safety &amp; Environment</b>	Applies good habits and safety rules in school and home contexts.

## Life Skills Olympiad

Supports wellbeing and character growth through communication, routines, emotional understanding, gratitude, responsibility, and environmental awareness.

<b>What students will learn</b> <ul style="list-style-type: none"> <li>• build hygiene, routine, and safety habits</li> <li>• communicate with more confidence and empathy</li> <li>• practise gratitude, responsibility, and simple eco-friendly behaviour</li> </ul>	<b>Expected learning outcomes</b> <ul style="list-style-type: none"> <li>• healthier school-readiness habits</li> <li>• improved social-emotional expression</li> <li>• daily-life learning that supports academic success</li> </ul>
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No.	Chapter name	Learning outcome / what this chapter builds
1	<b>Basic Life Skills</b>	Builds hygiene, routine, and safety habits.
2	<b>Communication Skills</b>	Improves listening, speaking, and expression.
3	<b>Emotional Awareness</b>	Understands feelings and empathy more clearly.
4	<b>Responsibility &amp; Gratitude</b>	Practises responsibility, respect, and gratitude.
5	<b>Environmental Awareness</b>	Uses safety and eco-care ideas in daily life.

## SCO free learning materials note

Closing note for website and school use

SCO International Olympiad provides free learning materials to support student preparation, revision, guided practice, and stronger concept development across Class 2 Olympiad pathways.

### Helpful for students

- chapter-wise preparation support
- guided revision and practice resources
- a more confident start to Olympiad participation

### Helpful for teachers

- clearer sequencing of chapter work
- extra preparation support around class revision
- better follow-up after practice and assessment

### Helpful for schools

- stronger academic communication
- a structured enrichment pathway
- clean, website-ready syllabus presentation