	<u>Autumn</u>	Spring	<u>Summer</u>
Year 2	Place Value	Multiplication and Division	Geometry – Position and Direction Use
	Read and write numbers to at least 100 in	Recall and use multiplication and division facts for the	mathematical vocabulary to describe position,
	numerals and in words.	2, 5 and 10 times tables, including recognising odd and	direction and movement including movement
		even numbers.	in a straight line and distinguishing between
	Recognise the place value of each digit in a		rotation as a turn and in terms of right angles
	two digit number (tens, ones)	Calculate mathematical statements for multiplication	for quarter, half and three-quarter turns
		and division within the multiplication tables and write	(clockwise and anti-clockwise).
	Identify, represent and estimate numbers	them using the multiplication (x), division (÷) and	
	using different representations including the	equals (=) signs.	Order and arrange combinations of mathematical
	number line.		objects in patterns and sequences.
		Solve problems involving multiplication and division,	
	Compare and order numbers from 0 up to	using materials, arrays, repeated addition, mental	Measurement – Length and Height
	100; use <, > and = signs.	methods and multiplication and division facts,	Choose and use appropriate standard units to
		including problems in contexts.	estimate and measure length/height in any
	Use place value and number facts to solve		direction (m/cm); mass (kg/g); temperature (°C);
	problems.	Show that the multiplication of two numbers can be	capacity
		done in any order (commutative) and division of one	(litres/ml) to the nearest appropriate unit, using
	Count in steps of 2, 3 and 5 from 0, and in	number by another cannot.	rulers, scales, thermometers and measuring
	tens from any number, forward and	a	vessels.
	backward.	Statistics	Construction development
	Addition of Characters	Interpret and construct simple pictograms, tally charts,	Compare and order lengths, mass,
	Addition and Subtraction	block diagrams and simple tables.	volume/capacity and record the results using >, <
	Recall and use addition and subtraction facts	Ask and analysis simula syrasticas by according the	and =.
	to 20 fluently, and derive and use related	Ask and answer simple questions by counting the	Management Time
	facts up to 100.	number of objects in each category and sorting the categories by quantity.	Measurement – Time Tell and write the time to five minutes, including
	Add and subtract numbers using concrete	categories by quantity.	quarter past/to the hour and draw the hands on a
	objects, pictorial representations, and	Ask and answer questions about totalling and	clock face to show these times.
	mentally, including: a two-digit number and	comparing categorical data.	clock face to show these times.
	ones; a two-digit number and tens; two	Companing categorical data.	Know the number of minutes in an hour and the
	twodigit numbers; adding three one-digit	Geometry – Properties of Shape	number of hours in a day.
		Identify and describe the properties of 2-D shapes,	namber of floars in a day.
	in columns supports place value and	including the number of sides and line symmetry in a	Compare and sequence intervals of time.
	prepares for formal written methods with	vertical line.	compare and sequence intervals or time.
	larger numbers.		
	0	Identify and describe the properties of 3-D shapes,	
		including the number of edges, vertices and faces.	

Show that the addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot.

Solve problems with addition and subtraction: using concrete objects and pictorial representations, including those involving numbers, quantities and measures; applying their increasing knowledge of mental and written methods.

Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.

Pupils extend their understanding of the language of addition and subtraction to include sum and difference.

Measurement – Money

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.

Multiplication and Division

Recall and use multiplication and division facts for the 2, 5 and 10 times tables, including recognising odd and even numbers.

Identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid.]

Compare and sort common 2-D and 3-D shapes and everyday objects.

Fractions

Recognise, find, name and write fractions ½ ¼ ¾ and 1/3 of a length, shape, set of objects or quantity.

Write simple fractions for example $\frac{1}{2}$ of 6 = 3 and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$.

Pupils use fractions as 'fractions of' discrete and continuous quantities by solving problems using shapes, objects and quantities. They connect unit fractions to equal sharing and grouping, to numbers when they can be calculated, and to measures, finding fractions of lengths, quantities, sets of objects or

shapes. They meet as the first example of a non-unit fraction.

Pupils should count in fractions up to 10, starting from any number and using the and equivalence on the number line (for example, 1, $\frac{1}{4}$ (o $\frac{2}{1}$), 1, $\frac{3}{2}$). This reinforces the concept of fractions as numbers and that they can add up to more than 1

Mass, Capacity and Temperature

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 =

mul mul the	Iculate mathematical statements for ultiplication and division within the ultiplication tables and write them using a multiplication (x), division (÷) and equals sign.	
divi add and	lve problems involving multiplication and vision, using materials, arrays, repeated dition, mental methods and multiplication d division facts, including problems in ntexts.	
can	ow that the multiplication of two numbers n be done in any order (commutative) and vision of one number by another cannot.	