

Year 2

Topic Area	Autumn	Spring	Summer
Number and place value	<ul style="list-style-type: none"> To read and write numbers to at least 100 in numerals and in words To count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward To recognise the place value of each digit in a two-digit number (tens, ones) To compare and order numbers from 0 up to 100; use <, > and = signs To recognise odd and even numbers. To add numbers using concrete objects, pictorial representations and mentally, including a two digit and ones, a two digit and a tens, adding three one-digit numbers. To subtract numbers using concrete objects, pictorial representations and mentally, including a two digit and ones, a two digit and tens, adding three one-digit numbers. 	<ul style="list-style-type: none"> To recognise the place value of each digit in two digit numbers. To compare and order numbers from 0 up to 100 and use <, > and = signs. To use place value and number facts to solve problems. To recall addition and subtraction facts to 20 fluently and derive and use related facts up to 100. To recall addition and subtraction facts to 20 fluently and derive and use related facts up to 100. To identify, represent and estimate numbers using different representations, including the number line. To count in steps of 2, 3 and 5 from 0 and in tens from any number, forward and backward. 	<ul style="list-style-type: none"> To read and write numbers to 1000 in numerals and words. To use place value and number facts to solve problems. To count in steps of 2, 5, 10 and 10 in tens from any given number forward and backward.
Addition and Subtraction	<ul style="list-style-type: none"> To recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100. To add and subtract numbers using concrete objects, pictorial representations, and mentally, including: a two-digit number and ones. 	<ul style="list-style-type: none"> To add and subtract numbers using concrete objects, pictorial representations and mentally, including two, two -digit numbers. To show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot. To recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems. 	<ul style="list-style-type: none"> To solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change.

<p style="writing-mode: vertical-rl; transform: rotate(180deg);">Multiplication and division</p>		<ul style="list-style-type: none"> To understand that multiplication is the inverse of division. To calculate mathematical statements for the multiplication tables and write them using the X and ÷ signs. To recall multiplication and division facts for the 2s, 5s and 10s multiplication tables, including recognising odd and even numbers. 	<ul style="list-style-type: none"> To recall multiplication and division facts for the 2s, 5s and 10s multiplication tables (recap). To show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot. To solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods and multiplication and division facts, including problems in contexts. Division: To ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity.
<p style="writing-mode: vertical-rl; transform: rotate(180deg);">Fractions</p>	<ul style="list-style-type: none"> To recognise, find, name and write fractions: $1/3$, $\frac{1}{4}$, $2/4$ and $\frac{3}{4}$ of a shape. 	<ul style="list-style-type: none"> To recognise, find, name and write fractions: $1/3$, $\frac{1}{4}$, $2/4$ and $\frac{3}{4}$ of a set of objects or a quantity. To write simple fractions for example, $\frac{1}{2}$ of 6 = 3. To solve problems involving fractions of quantities. 	<ul style="list-style-type: none"> To recognise find, name and write fractions of a quantity (volume). To recognise the equivalence of $2/4$ and $\frac{1}{2}$.
<p style="writing-mode: vertical-rl; transform: rotate(180deg);">Measurement</p>	<ul style="list-style-type: none"> To recognise the language for the days of the week and months of the year. To know the number of minutes in an hour and the number of hours in a day. To compare and sequence intervals of time. To tell and write the time to five minutes, including quarter past/to the hour and draw the hands on the clock face to show these times. To identify, represent and estimate numbers using different representations, including the number line. To choose and use standard units to estimate and measure length/height in any direction (m/cm) to the nearest appropriate unit using rulers. To compare and order lengths and record results using <, > and =. To solve simple problems in a practical context involving addition and subtraction. 	<ul style="list-style-type: none"> To recognise the symbols for pounds (£) and pence (p); combine amounts to make a particular value. To find different combinations of coins that equal the same amounts of money. To solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change. To use concrete objects and pictorial representations, including those involving numbers, quantities and measures. To choose and use standard units to estimate and measure mass (kg/g) to the nearest appropriate unit using scales. To compare and order mass and record results using <, > and =. 	<ul style="list-style-type: none"> To identify, represent and estimate measures using different representations, including the number line. To choose and use standard units to estimate and measure capacity (litres/ml) to the nearest appropriate unit using measuring vessels. To compare and order volume and capacity and record results using <, > and =. To recognise the symbols for pounds (£) and pence (p); combine amounts to make a particular value. To find different combinations of coins that equal the same amounts of money. To solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change. To choose and use standard units to estimate and measure temperature to the nearest appropriate unit using thermometers.

Geometry: properties of shapes and position and direction	<ul style="list-style-type: none"> To identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line. 	<ul style="list-style-type: none"> To describe position, direction and movement, including movement in a straight line and distinguish between rotation as a turn and in terms of right angles for whole, half, quarter and three-quarter turns (clockwise and anticlockwise). 	<ul style="list-style-type: none"> To identify the lines of symmetry in a vertical line of 2D shapes. To identify and describe the properties of 3D shapes, including the number of edges, vertices and faces. To identify 2D shapes on the surface of 3D shapes.
Statistics	<ul style="list-style-type: none"> To interpret and construct pictograms, tally charts, block diagrams and simple tables. To ask and answer simple questions by counting the number of objects in each category and sorting categories by quantity. To ask and answer questions about totalling and comparing categorical data. 	<ul style="list-style-type: none"> To interpret and construct simple tally charts and tables. 	<ul style="list-style-type: none"> To ask and answer questions about totalling and comparing categorical data. To interpret and construct simple tally charts and block diagrams.