



# Overview of Year 2 Maths Planning- Western Downland Primary School

Year 2	Number and place value	Addition and subtraction	Multiplication and division	Fractions	Measurement	Geometry		Statistics
						Properties of shape	Position and	
Fluency Reasoning Problem solving	<ul style="list-style-type: none"> <li>use place value and number facts to solve problems</li> </ul>	<ul style="list-style-type: none"> <li>solve problems with addition and subtraction</li> </ul>	<ul style="list-style-type: none"> <li>solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods,</li> </ul>		<ul style="list-style-type: none"> <li>solve simple problems in a practical context involving addition and subtraction of money of the same unit,</li> </ul>			
Phase 1	<ul style="list-style-type: none"> <li>count in steps of 2, from 0, and in tens from any number, forward or backward</li> <li>recognise the place value of each digit in a two-digit number (tens, ones)</li> <li>identify, represent and estimate numbers using different representations, including the number line</li> <li>compare and order numbers from 0 up to 100; use &lt;, &gt; and = signs</li> <li>read and write numbers to at least 100 in numerals</li> </ul>	<ul style="list-style-type: none"> <li>solve problems with addition and subtraction:               <ul style="list-style-type: none"> <li>using concrete objects and pictorial representations, including those involving numbers.</li> <li>applying their increasing knowledge of mental and written methods</li> </ul> </li> <li>recall and use addition and subtraction facts to 20 fluently.</li> <li>add and subtract numbers using concrete objects, pictorial representations, and mentally, including:               <ul style="list-style-type: none"> <li>a two-digit number and ones</li> <li>a two-digit number and tens</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>recall and use multiplication and division facts for the 2, and 10 multiplication tables, including recognising odd and even numbers</li> <li>show that multiplication of two numbers can be done in any order (commutative)</li> <li>solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods,</li> </ul>	<ul style="list-style-type: none"> <li>recognise, find, name and write fractions <math>\frac{1}{2}</math>, <math>\frac{1}{4}</math>,</li> </ul>	<ul style="list-style-type: none"> <li>compare and order lengths, record the results using &gt;, &lt; and =</li> <li>find different combinations of coins that equal the same amounts of money</li> <li>solve simple problems in a practical context involving addition and subtraction of money of the same unit,</li> <li>compare and sequence intervals of time</li> </ul>	<ul style="list-style-type: none"> <li>identify and describe the properties of 2-D shapes, including the number of sides and symmetry in a vertical line</li> <li>identify 2-D shapes on the surface of 3-D shapes, for example a circle on a cylinder and a triangle on a pyramid</li> </ul>	<ul style="list-style-type: none"> <li>order and arrange combinations of mathematical objects in patterns</li> </ul>	
Phase 2	<ul style="list-style-type: none"> <li>count in steps of 5 from 0 from any number, forward or backward</li> <li>read and write numbers to at least 100 in words</li> <li>use place value and number facts to solve problems.</li> </ul>	<ul style="list-style-type: none"> <li>using concrete objects and pictorial representations, including those involving measures</li> <li>adding three one-digit numbers</li> <li>show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot</li> </ul>	<ul style="list-style-type: none"> <li>recall and use multiplication and division facts for the 5 multiplication tables, including recognising odd and even numbers</li> <li>calculate mathematical statements for multiplication using the multiplication (<math>\times</math>), and equals (=) signs</li> </ul>	<ul style="list-style-type: none"> <li>recognise, find, name and write fractions <math>\frac{2}{4}</math> and <math>\frac{1}{4}</math> of a length, shape, set of objects or quantity</li> </ul>	<ul style="list-style-type: none"> <li>choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); using rulers</li> <li>recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value</li> <li>solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change</li> <li>tell and write the time including quarter past/to the hour and draw the hands on a clock face to show these times.</li> <li>know the number of minutes in an hour and the number of hours in a day</li> </ul>	<ul style="list-style-type: none"> <li>identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces</li> </ul>	<ul style="list-style-type: none"> <li>use mathematical vocabulary to describe position, direction and movement, including movement in a straight line</li> </ul>	<ul style="list-style-type: none"> <li>ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity</li> </ul>
Phase 3	<ul style="list-style-type: none"> <li>count in steps of 3 from 0 from any number, forward or backward</li> </ul>	<ul style="list-style-type: none"> <li>using concrete objects and pictorial representations, including those involving quantities</li> <li>recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100</li> <li>add and subtract numbers using concrete objects, pictorial representations, and mentally, including: two-digit numbers</li> <li>recognise and use the inverse relationship between addition and subtraction and use this to check calculations and missing number problems.</li> </ul>	<ul style="list-style-type: none"> <li>calculate mathematical statements for division within the multiplication tables and write them using division (<math>\div</math>)</li> <li>show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot</li> <li>solve problems involving multiplication and division facts, including problems in contexts.</li> </ul>	<ul style="list-style-type: none"> <li>write simple fractions e.g. <math>\frac{1}{2}</math> of 6 = 3 and recognise the equivalence of <math>\frac{2}{4}</math> and <math>\frac{1}{2}</math>.</li> </ul>	<ul style="list-style-type: none"> <li>choose and use appropriate standard units to estimate and measure mass (kg/g); temperature (<math>^{\circ}\text{C}</math>); capacity (litres/ml) to the nearest appropriate unit, using scales thermometers and measuring vessels</li> <li>compare and order mass, volume/capacity and record the results using &gt;, &lt; and =</li> <li>tell and write the time to 5 minutes</li> </ul>	<ul style="list-style-type: none"> <li>compare and sort common 2-D and 3-D shapes and everyday objects.</li> </ul>	<ul style="list-style-type: none"> <li>and distinguish between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise)</li> </ul>	<ul style="list-style-type: none"> <li>interpret and construct simple pictograms, tally charts, block diagrams and simple tables</li> <li>ask and answer questions about totalling and comparing categorical data</li> </ul>

