



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

