

Year 2	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14
Autumn	Number: Place Value CSM 29-35 [KEY] Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward. [KEY] Compare and order numbers from 0 up to 100. [KEY] Use greater than, less than and = signs. Read and write numbers to at least 100 in numerals and in words. [KEY] Use place value and number facts to solve problem 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.			Number: Addition & Subtraction CSM 36-44 [KEY] Using concrete objects and pictorial representations, including those involving numbers, quantities and measures. [KEY] Applying their increasing knowledge of mental and written methods. [KEY] 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 a two-digit number and ones. Add and subtract numbers using concrete objects, pictorial representations, and mentally, including a two-digit number and tens. Add and subtract numbers using concrete objects, pictorial representations, and mentally, including two two-digit numbers. Add and subtract numbers using concrete objects, pictorial representations, and mentally, including 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.				Measurement: Money CSM 53-55 [KEY] Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change. 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.			Geometry: Shape CSM 59-62 [KEY] Compare and sort common 2-D and 3-D shapes and everyday objects. Identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line. Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces. Identify 2-D shapes on the surface of 3-D		Consolidation Number and Place Value Addition and Subtraction Money	

		Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.			shapes [for example, a circle on a cylinder and a triangle on a pyramid].	
Spring	Number: Multiplication & Division CSM 45-48 [KEY] Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers. [KEY] Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts. Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication ($\times$), division ($\div$) and equals (=) signs. Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot.	Statistics CSM 65-67 [KEY] Ask and answer questions about totalling and comparing categorical data. Interpret and construct simple pictograms, tally charts, block diagrams and simple tables. Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity.	Geometry: Position & Direction CSM 63-64 [KEY] Use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise). Order and arrange combinations of mathematical	Measurement: Time CSM 56-58 Compare and sequence intervals of time. Tell and write the time to five minutes, 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.	Number: Fractions CSM 49,50 [KEY] Recognise, find, name and write fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$ and $\frac{3}{4}$ 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 $\frac{1}{2}$.	

			objects in patterns and sequences.					
Summer	SATs Number: Addition & Subtraction multiplication & Division Problem Solving CSM 36-48	Measurement: Mass, capacity, temperature length & height CSM 51-52	Number: Addition & Subtraction multiplication & Division Problem Solving CSM 36-48			Consolidation Fractions statistics shape		
	[KEY] Using concrete objects and pictorial representations, including those involving numbers, quantities and measures. [KEY] Applying their increasing knowledge of mental and written methods. [KEY] 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 a two-digit number and ones. Add and subtract numbers using concrete objects, pictorial	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 symbols for greater than, less than and =.	[KEY] Using concrete objects and pictorial representations, including those involving numbers, quantities and measures. [KEY] Applying their increasing knowledge of mental and written methods. [KEY] 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 a two-digit number and ones. Add and subtract numbers using concrete objects, pictorial representations, and mentally, including a two-digit number and tens. Add and subtract numbers using concrete objects,					

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	Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication ($\times$), division ($\div$) and equals ($=$) signs. Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot. [KEY] Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.				
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Key Learning

- Develop confidence and mental fluency with whole numbers, counting and place value.
- Working with numerals, words and the four operations, including with practical resources (e.g. concrete objects and measuring tools).
 - Develop their ability to recognise, describe, draw, compare and sort different shapes and use the related vocabulary.
- Using a range of measures to describe and compare different quantities such as length, mass, capacity/volume, time and money.
 - Pupils should know the number bonds to 20 and be precise in using and understanding place value.
- Read and spell mathematical vocabulary, at a level consistent with their increasing word reading and spelling knowledge at key stage 1.

Cultural Capital

Maths Outside the Classroom opportunities taken around the school grounds, especially geometry and measurement.
By creating meaningful contexts for pupils to understand and apply their learning.
By creating opportunities for pupils to solve a range of problems in real life and abstract contexts.

Vocational Links

Link Super 7 key figures where possible to maths/ science

Essential Vocabulary

numeral equals multiple sequence difference between exchange sum multiply divide subtract money coin penny pence pound change total multiplication fact division fact	group share doubling halving array symmetry corner, side edge vertex fraction numerator denominator equal part centimetre metre length height width depth	position opposite time days months half past quarter past / to pattern puzzle Kilogram gram weigh balances litre millilitre capacity more than less than temperature
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