

Year 2 Overview

Term	Key Concept	National Curriculum	Continuous Provision
1	Know and use numbers	<ul style="list-style-type: none"> - count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens - count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and 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 	<p>Counting songs</p> <p>Number lines including rulers and tape measures</p> <p>Opportunities to: estimate and compare quantities and numbers</p> <p>Resources to be tidied and counted in different multiples</p> <p>Board games</p> <p>Notice patterns</p>
	Add and subtract	<ul style="list-style-type: none"> - count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward - solve problems with addition and subtraction: <ul style="list-style-type: none"> - using concrete objects and pictorial representations, including those involving numbers, quantities and measures - applying their increasing knowledge of mental and written methods - 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: 	<p>Washing lines</p> <p>Numicon cities</p> <p>Board games</p>

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		<ul style="list-style-type: none"> - a two-digit number and ones - a two-digit number and tens - show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot - recognise and use the inverse relationship between addition and subtraction and use this to check calculations and missing number problems 	
	Add and subtract	<ul style="list-style-type: none"> - 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 - add and subtract numbers using concrete objects, pictorial representations, and mentally, including: - two two-digit numbers - adding three one-digit numbers 	<p>Washing lines</p> <p>Numicon cities</p> <p>Board games</p>
	Use measures	<ul style="list-style-type: none"> - recognise and know the value of different denominations of coins and notes - 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 	<p>Shop role play – money of different denominations</p>

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		addition and subtraction of money of the same unit, including giving change	
	Multiply and divide	<ul style="list-style-type: none"> - recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers - calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (\times), division (\div) and equals (=) signs - solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts 	<p>Resources to be tidied and counted in different multiples</p> <p>Dot to dots in different multiples</p> <p>Sharing</p> <p>Grouping to count</p> <p>Money</p>
2	Multiply and divide	<ul style="list-style-type: none"> - recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers - calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (\times), division (\div) and equals (=) signs - solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts 	<p>Resources to be tidied and counted in different multiples</p> <p>Dot to dots in different multiples</p> <p>Sharing</p> <p>Grouping to count</p> <p>Money</p>
	Use fractions	<ul style="list-style-type: none"> - recognise, find and name a half as one of two equal parts of an object, shape or quantity - recognise, find and name a quarter as one of four equal parts of an object, shape or quantity 	<p>Cooking</p> <p>Salt dough</p>

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		<ul style="list-style-type: none"> - 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 $\frac{1}{2}$ 	
	Use statistics	<ul style="list-style-type: none"> - 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 - ask and answer questions about totalling and comparing categorical data 	<p>Score boards</p> <p>Tally charts</p> <p>Weather station</p> <p>Pictograms/charts for Class Dojos</p>
	Use measures Add and subtract	<ul style="list-style-type: none"> - choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature ($^{\circ}\text{C}$); 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 $=$ - solve problems with addition and subtraction: using concrete objects and pictorial representations, including those involving numbers, quantities and measure 	<p>Weather station with thermometers</p> <p>Measuring cylinders</p>
	Understand the properties of shapes Describe position, direction and movement	<ul style="list-style-type: none"> - 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, 	<p>Explore and make arrangements with 2D and 3D shapes</p> <p>Tangrams</p>

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		<p>including the number of edges, vertices and faces</p> <ul style="list-style-type: none"> - compare and sort common 2-D and 3-D shapes and everyday objects - order and arrange combinations of mathematical objects in patterns and sequences 	<p>Puzzles</p> <p>Nets</p>
Term 3	<p>Know and use numbers</p> <p>Add and subtract</p> <p>Multiply and divide</p>	<ul style="list-style-type: none"> - use place value and number facts to solve problems - recognise and use the inverse relationship between addition and subtraction and use this to check calculations and missing number problems - solve problems with addition and subtraction: using concrete objects and pictorial representations, including those involving numbers, quantities and measure - 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, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts 	
	<p>Use measures</p>	<ul style="list-style-type: none"> - tell the time to the hour and half past the hour and draw the hands on a clock face to show these times - 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 	<p>Understand and use language of routines and times of the day</p> <p>Time checks within provision</p> <p>Clocks</p>

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		<p>show these times</p> <p>- know the number of minutes in an hour and the number of hours in a day</p>	<p>Sequencing cards</p> <p>Stopwatches</p> <p>Timers</p> <p>Calendars</p> <p>Diaries</p>
	Use measures	<p>- 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</p> <p>- compare and order lengths, mass, volume/capacity and record the results using $>$, $<$ and $=$</p>	<p>Cooking – scales</p> <p>Water station</p>
	Describe position, direction and movement	<p>- order and arrange combinations of mathematical objects in patterns and sequences</p> <p>- 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)</p>	<p>Beebots</p> <p>Pattern making resources</p>