Maths Planning Overview - Year 2


## each category and sorting the categories by quantity

- count in tens from any number, forward and backward
- recognise the place value of each digit in a two-digit
number (tens, ones)
- use place value and number facts to solve problems


## Addition and subtraction

- 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 methods
- recall and use addition and subtraction facts to 20 fluently
- add and subtract numbers using concrete objects, pictorial representations, and mentally, including.
- a two-digit number and ones
- a two-digit number and tens
- adding three one-digit numbers


## Measurement

- solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change
- ask and answer questions about totalling and comparing categorical data
Geometry: properties of shapes


## Number and place value

- count in steps of 2,3 and 5 from 0 and in tens from any number, forward and backward


## Multiplication and division

- recognise odd and even numbers


## Statistics

- 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.


## Number and place value

- count in steps of 2, 3 and 5 from 0 and in tens from any number, forward and backward


## Multiplication and division

- 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 ( x ), 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
- solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts


## Measurement

- recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value
- find different combinations of coins to equal the same amounts of money
- tell and write the time to five minutes
- know the number of minutes in an hour and the number of hours in a day.


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- 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 and in words
- use place value and number facts to solve problems


## Measurement

- choose and use appropriate standard units to estimate and measure length / height in any direction ( $\mathrm{m} / \mathrm{cm}$ ); mass ( $\mathrm{kg} / \mathrm{g}$ ); temperature $\left({ }^{\circ} \mathrm{C}\right)$; 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 =
- compare and sequence intervals of time


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## Addition and subtraction

- 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 methods 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:
- 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 shapes, ffor example, a circle on a cylinder and a triangle on a pyramid
- compare and sort common 2-D and 3-D shapes and everyday objects


## Geometry: position and direction

- order and arrange combinations of mathematical objects in patterns and sequences


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- a two-digit number and tens
- two two-digit numbers
- 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
- recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems
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- 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


## Fractions

- recognise, find, name and write fractions $1 / 3,1 / 4,2 / 4$ and $3 / 4$ of a length, shape, set of objects or quantity
- write simple fractions for example $1 / 2$ of $6=3$ and recognise the equivalence of $2 / 4$ and $1 / 2$.


## Measurement

- 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
- recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100
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## Geometry: properties of shape

- 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 shapes, [for example, a circle on a cylinder and a triangle on a pyramid]
- compare and sort common 2-D and 3-D shapes and everyday objects


## Geometry: position and direction

- order and arrange combinations of mathematical objects in patterns and sequences
- use mathematical vocabulary to describe position, direction and movement.
- know the number of minutes in an hour and the number of hours in a day.


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## Geometry: position and direction

- order and arrange combinations of mathematical objects in patterns and sequences
- 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)


## Fractions

- recognise, find, name and write fractions $1 / 3,1 / 4,2 / 4$ and $3 / 4$ of a length, shape, set of objects or quantity write simple fractions for example, $1 / 2$ of $6=3$ and
recognise the equivalence of $2 / 4$ and $1 / 2$

