Term 1	Term 2	Term 3
Number, place value and rounding	Number and place value	Number and place value
 count in steps of 2 and 5 from 0 and in tens from any 	 count in steps of 2, 3 and 5 from 0 and in tens from any 	count in steps of 2, 3 and 5 from 0 and in tens from any
number, forward and backward	number, forward and backward	number, forward and backward
 recognise the place value of each digit in a two-digit 		recognise the place value of each digit in a two-digit
number (tens. ones)	Multiplication and division	number (tens, ones)
 identify, represent and estimate numbers using different 	recognise odd and even numbers	identify, represent and estimate numbers using different
representations, including the number line		representations, including the number line
 compare and order numbers from 0 up to 100 	Statistics	 compare and order numbers from 0 up to 100; use <, >
read and write numbers to at least 100 in numerals	 interpret and construct simple pictograms, tally charts, 	and = signs
 use place value and number facts to solve problems 	block diagrams and simple tables	 read and write numbers to at least 100 in numerals and in words
	 ask and answer simple questions by counting the number of objects 	 use place value and number facts to solve problems
Measurement	in each category and sorting the categories by quantity.	
compare and order lengths, mass, volume / capacity	Number and place value	Measurement
compare and sequence intervals of time	 count in steps of 2, 3 and 5 from 0 and in tens from any 	choose and use appropriate standard units to estimate and
	number, forward and backward	measure length / height in any direction (m / cm); mass (kg / g);
Statistics		temperature (°C); capacity (litres / ml) to the nearest appropriate
ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity	Multiplication and division	unit, using rulers, scales, thermometers and measuring vessels
Number and place value	 recall and use multiplication and division facts for the 2, 5 and 10 	compare and order lengths, mass, volume / capacity and
count in tens from any number, forward and backward	multiplication tables, including recognising odd and even numbers	record the results using >, < and =
recognise the place value of each digit in a two-digit	 calculate mathematical statements for multiplication and 	compare and sequence intervals of time
number (tens, ones)	division within the multiplication tables and write them using the	
 use place value and number facts to solve problems 	multiplication (x), division (÷) and equals (=) signs	Statistics
add place value and namber lade to colve problems	 show that multiplication of two numbers can be done in 	interpret and construct simple pictograms, tally charts,
Addition and subtraction	any order (commutative) and division of one number by	block diagrams and simple tables
 solve problems with addition and subtraction: 	another cannot	ask and answer simple questions by counting the number of objects in each category and sorting the
using concrete objects and pictorial representations,	 solve problems involving multiplication and division, using 	categories by quantity
including those involving numbers, quantities and measures	materials, arrays, repeated addition, mental methods, and	Number and place value
applying their increasing knowledge of mental methods	multiplication and division facts, including problems in contexts	count in tens from any number, forward and backward
recall and use addition and subtraction facts to 20 fluently		recognise the place value of each digit in a two-digit
add and subtract numbers using concrete objects, pictorial	Measurement	number (tens, ones)
representations, and mentally, including:	 recognise and use symbols for pounds (£) and pence (p); combine 	 use place value and number facts to solve problems
 a two-digit number and ones 	amounts to make a particular value	
 a two-digit number and tens 	find different combinations of coins to equal the same	Addition and subtraction
 adding three one-digit numbers 	amounts of money	solve problems with addition and subtraction:
	tell and write the time to five minutes	 using concrete objects and pictorial representations,
Measurement	know the number of minutes in an hour and the number	including those involving numbers, quantities and
solve simple problems in a practical context involving addition and	of hours in a day.	measures
subtraction of money of the same unit, including giving change	Number and place value	 applying their increasing knowledge of mental methods and
ask and answer questions about totalling and comparing	 count in steps of 2, 3 and 5 from 0 and in tens from any 	written methods
categorical data	number, forward and backward	 recall and use addition and subtraction facts to 20 fluently, and
Geometry: properties of shapes	recognise the place value of each digit in a two-digit	derive and use related facts up to 100
Ocomed y. properties or snapes	number (tens, ones)	 add and subtract numbers using concrete objects,
		pictorial representations, and mentally, including:

Maths Planning Overview - Year 2

- 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

Number and place value

- count in steps of 2 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
- read and write numbers to at least 100 in numerals
- use place value and number facts to solve problems

Measurement

- compare and order lengths, mass, volume / capacity and record the results using >, < and =
- compare and sequence intervals of time

Statistics

 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 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

- 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
- 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 (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 >, < and =
- compare and sequence intervals of time.

Number and place value

- 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, 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
 - 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

Measurement

- a two-digit number and ones
- 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

Statistics

 ask and answer questions about totalling and compare categorical data

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 (÷) 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

Fractions

- recognise, find, name and write fractions ½, ¼, ¼, ¾ and ¾ 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 $\frac{1}{2}$.

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

Maths Planning Overview - Year 2

- 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
 - a two-digit number and tens
 - 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

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
- solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change

Statistics

ask and answer questions about totalling and comparing categorical data

- 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
- solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change

Statistics

 ask and answer questions about totalling and comparing categorical data.

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.

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, 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 $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$ 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 $\frac{1}{2}$