

### Mathematics Overview – Year Two

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>W 1</b>	Number and place value	Number and place value and Money	Number and place value	Fractions	Number and place value	Addition and subtraction
<b>W 2</b>	Addition and subtraction	Addition and subtraction	Addition and subtraction	Counting and Multiplication and division	Addition and subtraction	Counting and Multiplication and division
<b>W 3</b>	Number facts	Measuring length	Addition and subtraction	Time	Addition and subtraction	Time
<b>W 4</b>	2D shapes	Addition and subtraction	3D shapes and Time	Multiplication and division	Measuring weight and capacity	Addition and subtraction
<b>W 5</b>	Number and place value	Counting and money	Ordering and rounding numbers	Money	Fractions	Multiplication and division
<b>W 6</b>	Assess and review week	Assess and review week	Assess and review week	Assess and review week	Assess and review week	Assess and review week

### Mathematics Objectives Year Two

	Mathematics Objectives
	<b>I can...</b>
<b>Number and Place Value</b>	<ul style="list-style-type: none"> <li>• count in steps of 2, 3, and 5 from 0, and in tens from any number, forward or backward</li> <li>• compare and order numbers from 0 up to 100; use &lt;, &gt; and = signs</li> <li>• identify, represent and estimate numbers using different representations, including the number line</li> <li>• read and write numbers to at least 100 in numerals and in words</li> <li>• recognise the place value of each digit in a two-digit number (tens, ones)</li> <li>• use place value and number facts to solve problems</li> </ul>

<p><b>Addition and subtraction</b></p>	<ul style="list-style-type: none"> <li>• recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100</li> <li>• add and subtract numbers using concrete objects, pictorial representations, and mentally, including:               <ul style="list-style-type: none"> <li>- a two-digit number and ones</li> <li>- a two-digit number and tens</li> <li>- two two-digit numbers</li> <li>- adding three one-digit numbers</li> </ul> </li> <li>• show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot</li> <li>• recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.</li> <li>• solve problems with addition and subtraction:               <ul style="list-style-type: none"> <li>- using concrete objects and pictorial representations, including those involving numbers, quantities and measures</li> <li>- applying their increasing knowledge of mental and written methods</li> </ul> </li> <li>• solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change (replicated in Measurement)</li> </ul>
<p><b>Multiplication and division</b></p>	<ul style="list-style-type: none"> <li>• count in steps of 2, 3, and 5 from 0, and in tens from any number, forward or backward (replicated in Number and Place Value)</li> <li>• recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers</li> <li>• show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot</li> <li>• calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (<math>\times</math>), division (<math>\div</math>) and equals (=) signs</li> <li>• solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts</li> </ul>
<p><b>Fractions</b></p>	<ul style="list-style-type: none"> <li>• <i>Pupils should count in fractions up to 10, starting from any number and using the <math>\frac{1}{2}</math> and <math>\frac{2}{4}</math> equivalence on the</i></li> </ul>

	<p><i>number line (Non Statutory Guidance)</i></p> <ul style="list-style-type: none"> <li>recognise, find, name and write fractions <math>\frac{1}{3}</math>, <math>\frac{1}{4}</math>, <math>\frac{2}{4}</math> and <math>\frac{3}{4}</math> of a length, shape, set of objects or quantity</li> <li>write simple fractions e.g. <math>\frac{1}{2}</math> of 6 = 3 and recognise the equivalence of <math>\frac{2}{4}</math> and <math>\frac{1}{2}</math></li> </ul>
<b>Algebra</b>	<ul style="list-style-type: none"> <li>recognise and use the inverse relationship between addition and subtraction and use this to check calculations and missing number problems (replicated in Addition and Subtraction)</li> <li>recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 (replicated in Addition and Subtraction)</li> <li>compare and sequence intervals of time (replicated in Measurement)</li> <li>order and arrange combinations of mathematical objects in patterns (replicated in Geometry: position and direction)</li> </ul>
<b>Measurement</b>	<ul style="list-style-type: none"> <li>compare and order lengths, mass, volume/capacity and record the results using &gt;, &lt; and =</li> <li>compare and sequence intervals of time</li> <li>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</li> <li>recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value</li> <li>find different combinations of coins that equal the same amounts of money</li> <li>solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change</li> <li>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.</li> <li>know the number of minutes in an hour and the number of hours in a day</li> </ul>
<b>Geometry – Properties of</b>	<ul style="list-style-type: none"> <li>identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a</li> </ul>

<p><b>shapes</b></p>	<p>vertical line</p> <ul style="list-style-type: none"> <li>• identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces</li> <li>• identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid]</li> <li>• compare and sort common 2-D and 3-D shapes and everyday objects</li> </ul>
<p><b>Geometry – Position and direction</b></p>	<ul style="list-style-type: none"> <li>• 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)</li> <li>• order and arrange combinations of mathematical objects in patterns and sequences</li> </ul>
<p><b>Statistics</b></p>	<ul style="list-style-type: none"> <li>• interpret and construct simple pictograms, tally charts, block diagrams and simple tables</li> <li>• ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity</li> <li>• ask and answer questions about totalling and comparing categorical data</li> </ul>