



St James' Church of England Primary School
Key Learning in Maths – Year 2



Haslingden St. James' C. E. Primary School
Curriculum Map and Key Learning
Year 2



Autumn Term

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Autumn 1	PLACE VALUE <ul style="list-style-type: none"> • Read and write numbers to at least 100 in numerals and in words. • 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. • Use place value and number facts to solve problems. • Count in steps of 2, 3 and 5 from 0, and in tens from any number, forward and backward. 				ADDITION & SUBTRACTION <ul style="list-style-type: none"> • 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. 	
Autumn 2	ADDITION & SUBTRACTION (cont) <ul style="list-style-type: none"> • Show that the addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot. • 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. • Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems 			GEOMETRY – SHAPE <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, 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. 		



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Spring Term

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Spring 1	MONEY <ul style="list-style-type: none"> Count money in pence and pounds with notes and coins. Choose the correct notes and coins to make an amount. Compare and calculate with money Find the change 		MULTIPLICATION AND DIVISION <ul style="list-style-type: none"> Recognise, make and add equal groups. Use the multiplication symbol and create multiplication sentences Use arrays to solve problems. Multiply and divide by 2, 5 and 10. 			
Spring 2	MULTIPLICATION AND DIVISION <ul style="list-style-type: none"> Use arrays to solve problems. Multiply and divide by 2, 5 and 10. 	LENGTH AND HEIGHT <ul style="list-style-type: none"> Measure in centimetres and metres. Compare and order lengths and heights. Solve problems involving all four operations involving lengths and heights 	MASS, CAPACITY AND TEMPERATURE <ul style="list-style-type: none"> Compare masses Measure in grams and kilograms. Solve problems involving all four operations involving mass and volume. Compare volume and capacity. Measure in millimetres and litres Solve problems involving all four operations involving mass and volume. Solve problems involving temperature. 			

Summer Term

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Summer 1	FRACTIONS <ul style="list-style-type: none"> • Understand that things can be split into parts and wholes • Recognise equal and unequal parts • Recognise and find a half, a quarter and a third • Use a fraction to find the whole • Identify and use unit and non-unit fractions • Count in fractions up to a whole 			TIME <ul style="list-style-type: none"> • Use and recognise o'clock, half past, quarter to and quarter past on a clock. • Tell the time both past and to to the nearest 5 minutes • Recognise and solve problems involving minutes in a hour and hours in a day 		
Summer 2	STATISTICS <ul style="list-style-type: none"> • Make tally charts, tables and block charts to represent information • Interpret and draw pictograms with pictures representing 2, 5 and 10. 		POSITION AND DIRECTION <ul style="list-style-type: none"> • Use mathematical language to describe the position on a grid • Describe movement and turn of shapes • Turn shapes in different ways. 		CONSOLIDATION AND REVISION	

Number – number and place value	Number – addition and subtraction	Number – multiplication and division
<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. ▪ Read and write numbers to at least 100 in numerals and in words. ▪ 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. ▪ <i>Partition numbers in different ways (e.g. $23 = 20 + 3$ and $23 = 10 + 13$).</i> ▪ Compare and order numbers from 0 up to 100; use $<$, $>$ and $=$ signs. ▪ <i>Find 1 or 10 more or less than a given number.</i> ▪ <i>Round numbers to at least 100 to the nearest 10.</i> ▪ <i>Understand the connection between the 10 multiplication table and place value.</i> ▪ <i>Describe and extend simple sequences involving counting on or back in different steps.</i> ▪ Use place value and number facts to solve problems. 	<ul style="list-style-type: none"> ▪ <i>Choose an appropriate strategy to solve a calculation based upon the numbers involved (recall a known fact, calculate mentally, use a jotting).</i> ▪ <i>Select a mental strategy appropriate for the numbers involved in the calculation.</i> ▪ Show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot. ▪ <i>Understand subtraction as take away and difference (how many more, how many less/fewer).</i> ▪ Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100. ▪ <i>Recall and use number bonds for multiples of 5 totalling 60 (to support telling time to nearest 5 minutes).</i> ▪ Add and subtract numbers using concrete objects, pictorial representations, and mentally, including: <ul style="list-style-type: none"> - a two-digit number and ones. - a two-digit number and tens. - two two-digit numbers. - adding three one-digit numbers. ▪ Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems. ▪ Solve problems with addition and subtraction <i>including with missing numbers</i>: <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. 	<ul style="list-style-type: none"> ▪ <i>Understand multiplication as repeated addition.</i> ▪ <i>Understand division as sharing and grouping and that a division calculation can have a remainder.</i> ▪ Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot. ▪ Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers. ▪ <i>Derive and use doubles of simple two-digit numbers (numbers in which the ones total less than 10).</i> ▪ <i>Derive and use halves of simple two-digit even numbers (numbers in which the tens are even).</i> ▪ Calculate mathematical statements for multiplication <i>(using repeated addition)</i> and division within the multiplication tables and write them using the multiplication (\times), division (\div) and equals ($=$) signs. ▪ Solve problems involving multiplication and division <i>(including those with remainders)</i>, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.
Number – fractions	Geometry – properties of shapes	Geometry – position and direction

- Understand and use the terms *numerator* and *denominator*.
 - Understand that a fraction can describe part of a set.
 - Understand that the larger the denominator is, the more pieces it is split into and therefore the smaller each part will be.
 - 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 $\frac{1}{2}$.
- Count on and back in steps of $\frac{1}{2}$ and $\frac{1}{4}$.

- 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].

- Order/arrange combinations of mathematical objects in patterns/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).

Measurement

- Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity and volume (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 =.
 - 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.
 - 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.
- Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change *and measures (including time)*.

Statistics

- Compare and sort *objects, numbers and* common 2-D and 3-D shapes and everyday objects.
 - 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.