Year 2 Maths Curriculum

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Key events linked to maths					SATs Y2 SATs Y6	Multiplication test Y4 Enterprise week
Year 2	Great Fire of London		The Arctic		Space	
White Rose Maths Units	• Place Value • Addition and subtraction • Multiplication and division		• Money • Statistics • Shape • Fractions		• Geometry: position and direction • Time Measurement: Mass capacity and temperature	
N.C Coverage	**Place value** 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 identify, represent and estimate numbers using different representations, including the number line recognise the place value of each digit in a two-digit number (tens, ones) compare and order numbers from 0 up to 100; use <, > and = signs use place value and number facts to solve problems. **Addition and subtraction** recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 show that addition of two numbers can be done in any order (commutative) and subtraction of one		**Money** 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 addition and subtraction of money of the same unit, including giving change **Fractions** Recognise, find, name and write fractions 1/3.1/4/3/4 of a length, shape, set of objects or quantity. Recognise the equivalence of 2/4 and ½. Write simple fractions for example ½ of 6= 3. **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		**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). **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 = **Time** compare and sequence intervals of time tell and write the time to five minutes, including	

	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. 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 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 **Multiplication and division** recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) 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.	by quantity ask and answer questions about totalling and comparing categorical data. **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.	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 da

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