



Streetbrook Infant & Early Years Academy

Maths Curriculum Overview

Year 2

Autumn 1	Number: Place Value - Count in steps of 2, 3 and 5 from 0 and in 10s from any number – forward and backward. - Recognise the place value of each digit in a 2 digit number. - Compare and order numbers from 0100 - Use < > and = signs correctly - Use place value and number facts to solve problems. - Recognise odd and even numbers - Identify and represent numbers using different representations including the number line.	Number: Addition and Subtraction - Solve problems with + and – using concrete objects and pictorial representations, including those involving numbers, quantities and <i>measures</i>. - Solve problems with addition and subtraction applying their increasing knowledge of mental and written methods. - Add and subtract numbers using concrete objects, pictorial representations and mentally, including a 2 digit number and ones. - Add and subtract numbers using concrete objects, pictorial representations and mentally, including a 2 digit number and 10s. - Add and subtract numbers using concrete objects, pictorial representations and mentally, including two 2 digit numbers. - Add and subtract numbers using concrete objects, pictorial representations and mentally, including adding 3 one digit numbers.	Measures: Length and Height □ Compare and order lengths. - Reason about relationships between lengths/heights. - Choose and use appropriate standard units (m / cm) - Measure to the nearest labelled unit using rulers.
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Autumn 2	Multiplication and Division - Recall and use multiplication and division facts for the 2,5 and 10 multiplication tables. - Solve problems involving multiplication using materials, arrays, repeated addition, mental methods and multiplication and division facts including problems in context. - Solve problems involving division using materials, arrays, repeated addition, mental methods and multiplication and division facts, including problems in context. - Count in multiples of 3 to at least 30. - Make connections between multiplication and division by 2, doubling and halving.	Measurement: Weight - Compare and order weights. - Choose and use appropriate standard units (g/kg) □ Measure to the nearest labelled unit using scales.	Number: Place Value - Count in steps of 2, 3 and 5 from 0 and in 10s from any number – forward and backward. - Recognise the place value of each digit in a 2 digit number. - Compare and order numbers from 0100 - Use < > and = signs correctly - Use place value and number facts to solve problems. - Recognise odd and even numbers - Identify and represent numbers using different representations including the number line. - Application of place value - missing number problems, how many more/less?
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Spring 1	Measurement: Money - Recognise and use the symbols for pounds and pence. - Combine amounts to make a particular value - Find different combinations of coins that equal the same amount. - Solve simple problems in a practical context involving addition and subtraction of money of the same unit including giving change.	Geometry: Properties of Shape - Compare and sort common 2D and 3D shapes and everyday objects on the basis of their geometric properties including vertices, sides, edges and faces. - Identify 2D shapes on the surface of 3D shapes. - Distinguish between rotation as a turn and in terms of right angles for quarter, half and three quarter turns (clockwise and anti-clockwise) - Identify lines of symmetry in a vertical line of 2D shapes. - Solve problems involving shapes and reason about their properties.	Number: Addition and Subtraction - Solve problems with + and – using concrete and pictorial representations, including those involving numbers, quantities and measures. - Solve simple 2 step problems with addition and subtraction applying their increasing knowledge of mental and written methods. - Show that subtraction can't be done in any order. - Recognise and use the inverse relationship between + and -, use this to check calculations and solve missing number problems. - Add and subtract numbers, including a 2-digit number and ones, 2-digit number and 10s, 2 two-digit numbers. - Addition of 3 single digit numbers.
Spring 2	Number: Fractions - Recognise, find, name and write fractions - $\frac{1}{4}$, $\frac{2}{4}$, and $\frac{3}{4}$ of a length, shape, set of objects or quantity. - Recognise, find, name and write fractions - $\frac{1}{3}$ of a length, shape, set of objects or quantity. - Express simple problems using fraction notation and solve them. - Recognise the equivalence of $\frac{2}{4}$'s and $\frac{1}{2}$ in practical contexts and when counting in fractions.	Geometry: Properties of Shape - 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. - Distinguish between rotation as a turn and in terms of right angles for $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$ turns (clockwise and anti-clockwise)	Statistics: Graphs - Ask and answer simple questions that require, totalling and comparing simple categorical data. - Interpret and construct simple pictograms, tally charts, block diagrams and simple tables.

Summer 1	Measurement: Time - Recognise, tell and write the times: o'clock, half past, quarter past and begin to recognise quarter to. - Compare and order intervals of time. - Distinguish between rotation as a turn and in terms of right angles for quarter, half and three quarter turns (clockwise and anticlockwise) - Solve problems with + and – using concrete objects and pictorial representations, including those involving numbers, quantities and measures. - Recall and use multiplication and division facts for the 2,5 and 10 multiplication tables. - Use < > and = signs correctly to compare, order and record measurements of time	Measurement: Capacity, Volume and Temperature - Choose and use appropriate standard units to estimate and measure temperature (°c) and capacity (litres/ml) to the nearest labelled unit using thermometers and measuring vessels. - Solve problems with + and – using concrete objects and pictorial representations, including those involving numbers, quantities and measures. - Recognise the place value of each digit in a 2 digit number. - Compare and order numbers from 0-100 - Use < > and = signs correctly to compare, order and record measurements of capacity and temperature.	Number: Place Value - Count in steps of 2, 3 and 5 from 0 and in 10s from any number – forward and backward. - Recognise the place value of each digit in a 2 digit number. - Compare and order numbers from 0100 - Use < > and = signs correctly - Use place value and number facts to solve problems
Summer 2	Number: Four Operations - Focus on any gaps of understanding prior to KS2. - Emphasis on Number application including fluency and reasoning (+, -, x, ÷, <, >, =) - Explore 3-digit numbers.	Reflection of Statutory Tests - Focus on questions/areas that were misunderstood by children. - Explore measurement and statistics	Transition Work – KS2 Possible examples; - Design and play own board games. - Build dice, explore nets.