Year 2 Maths Overview
Bowerham Primary and Nursery School

Maths at Bowerham						
Units of Maths (provisional – these may be subject to change)						
	Autumn 1	**Autumn 2**	**Spring 1**	**Spring 2**	**Summer 1**	**Summer 2**
Week 1	Place Value	Counting, Multiplication and Sorting	Place Value	Length	Place Value and statistics	Addition and Subtraction
Week 2		Statistics	Mass and Volume and Capacity	Addition and Subtraction	Addition and Subtraction	Multiplication and Division
Week 3	Length and Mass	Fractions	Addition and Subtraction	2D and 3D Shape	Capacity and Volume Temperature	Statistics and Calculation
Week 4	Addition and Subtraction	Capacity and Volume Money	Money	Fractions and Position and Direction	Fractions	Measurement
Week 5		Time	Multiplication and Division	Time	Position and Direction and Time	Assess and Review
Week 6	2D and 3D Shape	Assess and Review		Assess and Review	2D and 3D Shape	

Topic	**End of Year Expectation**
Number and 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 • 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 • Partition numbers in different ways (e.g. 23 = 20 + 3 and 23 = 10 + 13) • Compare and order numbers from 0 up to 100; use and = signs • Find 1 or 10 more or less than a given number • Round numbers to at least 100 to the nearest 10 • Understand the connection between the 10 multiplication table and place value • Describe and extend simple sequences involving counting on or back in different steps • Use place value and number facts to solve problems

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Addition and Subtraction	• Choose an appropriate strategy to solve a calculation based upon the numbers involved (recall a known fact, calculate mentally, use a jotting) • Select a mental strategy appropriate for the numbers involved in the calculation • Show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot • Understand subtraction as take away and difference (how many more, how many less/fewer) • Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 • Recall and use number bonds for multiples of 5 totalling 60 (to support telling time to nearest 5 minutes) • 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 onedigit 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 including with missing numbers: - 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	• Understand multiplication as repeated addition and arrays • Understand division as sharing and grouping and that a division calculation can have a remainder • 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 • Derive and use doubles of simple two-digit numbers (numbers in which the ones total less than 10) • Derive and use halves of simple two-digit even numbers (numbers in which the tens are even) • Calculate mathematical statements for multiplication (using repeated addition) and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs • Solve problems involving multiplication and division (including those with remainders), using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts
Number – Fractions	• Understand and use the terms numerator and denominator • Understand that a fraction can describe part of a set • Understand that the greater the denominator is, the more pieces it is split into and therefore the smaller each part will be • Recognise, find, name and write fractions $\mathbf{1/3}$, $\mathbf{1/4}$, $\mathbf{2/4}$ and $\mathbf{3/4}$ of a length, shape, set of objects or quantity • Write simple fractions for example, $\mathbf{1\ 2}$ of 6 = 3 and recognise the equivalence of $\mathbf{2/4}$ and $\mathbf{1}/2$ • Count on and back in steps of $\mathbf{1/2}$ and $\mathbf{1}/4$
Geometry – Properties of Shapes	• 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]
Geometry – Position and Direction	• 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)

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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
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 • Know the number of minutes in an hour and the number of hours in a day • 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 • Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change and measures (including time)