

## Mrs Bland's Infant and Nursery School – KS1 – Year 2 Maths Overview

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
Autumn 1	<p><b>Place Value</b> Read and write numbers to at least 50 in numerals and words.</p> <p>Recognise the place value of each digit in a two-digit number with concrete representation.</p>	<p><b>Place Value</b> Recognise the place value of each digit in a two-digit number with concrete <b>and pictorial</b> representation.</p> <p>Use place value to compare and order numbers from 0 to 20.</p> <p>Use <math>&lt;</math>, <math>&gt;</math> and <math>=</math> signs to compare numbers up to 20 with concrete and pictorial representation.</p>	<p><b>Place Value</b> Count in steps of 2 from 0, and tens from 0, forward and backward.</p> <p>Use place value and number facts to solve problems that involve all of the above.</p>	<p><b>Addition &amp; Subtraction</b> Recall and use addition and subtraction facts to 20 fluently.</p> <p>Begin to recognise that addition of two numbers can be done in any order (commutative).</p> <p>Recognise the inverse relationship between addition and subtraction.</p>	<p><b>Addition &amp; Subtraction</b> Add and subtract numbers to 50 using concrete objects, pictorial representations and mentally, including: a two-digit number and ones and a two-digit number and tens.</p> <p>Solve simple problems with addition and subtraction using concrete objects and pictorial representations, including those involving numbers and quantities.</p>	<p><b>Multiplication &amp; Division</b> Identify multiples of 2. Recognise that multiples of 2 are even.</p> <p>Calculate mathematical statements for multiplication and division within the 2 times table.</p> <p>Begin to recognise that numbers in the 2 times table can be done in any order (e.g. <math>2 \times 6 = 12</math> therefore <math>6 \times 2 = 12</math>).</p> <p>Recall and use multiplication and division facts for the 2 times table, including recognising odd and even numbers.</p>	<p><b>Multiplication &amp; Division</b> Recognise that multiplication and division are linked (working within the 2 times table).</p> <p>Solve problems involving multiplication and division, using materials, arrays, repeated addition and mental methods for all of the above.</p> <p>Solve problems in contexts when multiplying by 2, including doubling and halving.</p>

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
Autumn 2	<p><b>Fractions</b> Recognise, find, name and write fractions <math>\frac{1}{2}</math> and <math>\frac{1}{4}</math> of a length, shape or set of objects.</p> <p>Write simple fractions with numbers up to and including 20 (e.g. <math>\frac{1}{2}</math> of 6 = 3, <math>\frac{1}{2}</math> of 12 = 6).</p>	<p><b>Measure</b> Choose and use appropriate standard units to measure length/ height in any direction (cm); mass (g); capacity/volume (litres/ml) to the nearest appropriate unit, using structured apparatus.</p> <p>Compare lengths/heights, mass, volume/capacity and begin to record the results.</p>	<p><b>Measure</b> Sequence events in chronological order using language such as before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening with increasing fluency.</p> <p>Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.</p> <p>Recall the number of seconds in a minute and the number of minutes in an hour.</p>	<p><b>Measure</b> Recognise coins and notes and identify their value. Find different combinations of coins (up to £1) that equals the same amount of money.</p> <p>Solve simple problems in a practical context, involving addition of money in the same unit.</p>	<p><b>Geometry</b> Handle and name a wide variety of common 2D shapes in different orientations and sizes fluently relate them to everyday objects (e.g. quadrilaterals and polygons).</p> <p>Identify 2-D shapes on the surface of 3-D shapes (e.g. circle on a cylinder and a triangle on a pyramid).</p> <p>Compare and sort common 2-D shapes by the number of sides and vertices.</p> <p>Identify and describe the properties of 3-D shapes, including the number of faces.</p>	<p><b>Geometry</b> Begin to 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.</p> <p>Order and arrange combinations of mathematical objects in simple patterns and sequences.</p>	<p><b>Statistics</b> Interpret and construct simple pictograms.</p> <p>Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity for simple pictograms.</p> <p>Ask and answer questions about totalling and compare categorical data for simple pictograms.</p>

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Spring 1	<p><b>Place Value</b> Read and write numbers to at least 75 in numerals and words.</p> <p>Recognise the place value of each digit in a two-digit number with pictorial representation.</p> <p>Use place value to compare and order numbers from 0 up to 50. Use <math>&lt;</math>, <math>&gt;</math> and <math>=</math> signs to compare numbers up to 50 with pictorial representation.</p>	<p><b>Place Value</b> Count in steps of 2 and 5 from 0, and count in tens from any number, forward or backward.</p> <p>Use place value and number facts to solve problems that involve all of the above.</p>	<p><b>Addition &amp; Subtraction</b> Recall and use addition and subtraction facts to 20 fluently, deriving and using related addition facts up to 100 (e.g. <math>4 + 6 = 10</math>, <math>14 + 6 = 20</math> and <math>40 + 60 = 100</math>).</p> <p>Recognise that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot.</p> <p>Solve simple problems with addition and subtraction using concrete objects and pictorial representations, including those involving numbers, quantities and measures.</p>	<p><b>Addition &amp; Subtraction</b> Add and subtract numbers to 100 using concrete objects, pictorial representations and mentally, including: a two-digit number and ones, a two-digit number and tens, adding three one-digit numbers.</p> <p>Begin to demonstrate the concept of adding and subtracting in columns, using concrete and pictorial representations in place of digits.</p> <p>Recognise and begin to use the inverse relationship between addition and subtraction.</p>	<p><b>Multiplication &amp; Division</b> Recall and use multiplication and division facts for the two and five multiplication tables, including representing odd and even numbers.</p> <p>Calculate mathematical statements for multiplication and division within the 2 and 5 multiplication tables.</p> <p>Recognise that multiplication of two numbers in the 2 and 5 times table can be done in any order (commutative) and division of one number by another cannot.</p>	<p><b>Multiplication &amp; Division</b> Identify multiples of 2 and 5 and recognise their properties.</p> <p>Solve problems involving multiplication and division, using materials, arrays, repeated addition and mental methods for all of the above.</p> <p>Solve problems in contexts when multiplying by 2 and 5, including doubling and halving.</p> <p>Recognise the inverse relationship between multiplication and division in calculations (working within the 2 and 5 times table).</p>	

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Spring 2	<p><b>Fractions</b> Recognise, find, name and write fractions <math>\frac{1}{2}</math>, <math>\frac{1}{3}</math> and <math>\frac{1}{4}</math> of a length, shape, set of objects or quantity.</p> <p>Count in halves to 10 from any number.</p> <p>Write simple fractions with numbers up to and including 50 (e.g. <math>\frac{1}{2}</math> of 30 = 15. <math>\frac{1}{2}</math> of 40 = 20. <math>\frac{1}{2}</math> of 50 = 25).</p>	<p><b>Geometry</b> Identify and describe the properties of 2-D shapes (e.g. quadrilaterals and polygons), including the number of sides, beginning to use basic vocabulary, such as: sides, edges and vertices.</p> <p>Identify 2D shapes on the surface of 3D shapes and name the prisms, pyramids, cylinders and cones.</p> <p>Compare, sort and describe common 2-D shapes and everyday objects by the number of sides/ faces, edges and vertices.</p> <p>Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces.</p>	<p><b>Geometry</b> 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).</p> <p>Order and arrange combinations of mathematical objects in patterns and sequences.</p>	<p><b>Measure</b> Choose and use appropriate standard units to measure length/ height in any direction (cm/m); mass (g/kg); capacity/ volume (ml/l) to the nearest appropriate unit, using rulers, tape measures, scales and measuring vessels.</p> <p>Compare and order lengths/ heights, mass, capacity/ volume and record the results independently.</p>	<p><b>Measure</b> Tell and write the time to quarter past/ to the hour and recognise hands on a clock face to show these times, becoming more fluent at telling the time.</p> <p>Recall the number of seconds in a minute, minutes in an hour and the number of hours in a day.</p> <p>Compare and sequence intervals of time (times to the hour, half past and quarter past/to).</p>	<p><b>Measure</b> Recognise symbols for pounds (£) and pence (p) and combine amounts to make a particular value.</p> <p>Find different combinations of coins (up to £5) that equal the same amounts of money.</p> <p>Solve simple problems in a practical context, involving addition and subtraction of money of the same unit.</p>	

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<b>Summer 1</b>	<p><b>Place Value</b> Recognise the place value of each digit in a two- digit number (tens, ones).</p> <p>Compare and order numbers from 0 up to 100; use &lt;, &gt; and = signs.</p> <p>Read and write numbers to at least 100 in numerals and in words.</p> <p>Use place value and number facts to solve problems.</p>	<p><b>Addition &amp; Subtraction</b> Recall and use addition and subtraction facts to 20 fluently and derive and use related facts up to 100.</p> <p>Add and subtract 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</p> <p>Show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot.</p>	<p><b>Addition &amp; Subtraction</b> Solve problems with addition and subtraction; using concrete objects and pictorial representations, including those involving numbers, quantities and measures and applying their increasing knowledge of mental and written methods.</p> <p>Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.</p>	<p><b>Multiplication &amp; Division</b> Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers.</p> <p>Calculate mathematical statements for multiplication and division within the multiplication table and write them using the multiplication (x) division (÷) and equals (=) signs.</p>	<p><b>Multiplication &amp; Division</b> Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot.</p> <p>Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.</p>	<p><b>Fractions</b> Recognise, find, name and write fractions <math>\frac{1}{2}</math>, <math>\frac{1}{3}</math> and <math>\frac{1}{4}</math> of a length, shape, set of objects or quantity.</p> <p>Write simple fractions for example, <math>\frac{1}{2}</math> of 6 = 3 and recognise the equivalence of <math>\frac{2}{4}</math> and <math>\frac{1}{2}</math>.</p>	

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<b>Summer 2</b>	<b>Measure</b>  	<b>Measure</b> 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 =	<b>Measure</b> Recognise and use symbols for pound (£) 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.	<b>Measure</b> 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.	<b>Geometry</b> 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.	<b>Geometry</b> 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).	<b>Statistics</b> 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.