

Mathematics	Term 1 Cycle 1	Term 2 Cycle 1	Term 3 Cycle 1	Term 1 Cycle 2	Term 2 Cycle 2	Term 3 Cycle 2
Year 2 Maths						
Number & Place Value						
<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 						
<ul style="list-style-type: none"> recognise the place value of each digit in a two-digit number (tens, ones) 						
<ul style="list-style-type: none"> identify, represent and estimate numbers using different representations, including the number line 						
<ul style="list-style-type: none"> compare and order numbers from 0 up to 100; use $<$, $>$ and $=$ signs 						
<ul style="list-style-type: none"> read and write numbers to at least 100 in numerals and in words 						
<ul style="list-style-type: none"> use place value and number facts to solve problems. 						
Number Addition and Subtraction						
<ul style="list-style-type: none"> solve problems with addition and subtraction 						
<ul style="list-style-type: none"> using concrete objects and pictorial representations, including those involving numbers, quantities and measures 						
<ul style="list-style-type: none"> applying their increasing knowledge of mental and written methods 						
<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 						
<ul style="list-style-type: none"> 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 						
<ul style="list-style-type: none"> show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot 						
<ul style="list-style-type: none"> recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems. 						
Multiplication and Division						

<ul style="list-style-type: none"> recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers 						
<ul style="list-style-type: none"> calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (\times), division (\div) and equals (=) signs 						
<ul style="list-style-type: none"> show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot 						
<ul style="list-style-type: none"> solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts. 						
Fractions						
<ul style="list-style-type: none"> 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 $\frac{1}{2}$. 						
Measurement						
<ul style="list-style-type: none"> choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature ($^{\circ}$C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels 						
<ul style="list-style-type: none"> compare and order lengths, mass, volume/capacity and record the results using $>$, $<$ and $=$ 						
<ul style="list-style-type: none"> recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value 						
<ul style="list-style-type: none"> find different combinations of coins that equal the same amounts of money 						
<ul style="list-style-type: none"> solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change 						
<ul style="list-style-type: none"> compare and sequence intervals of time 						
<ul style="list-style-type: none"> 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 						
<ul style="list-style-type: none"> know the number of minutes in an hour and the number of hours in a day. 						
Properties of 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 						
<ul style="list-style-type: none"> identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces 						
<ul style="list-style-type: none"> identify 2-D shapes on the surface of 3-D shapes [for example, a circle on a cylinder and a triangle on a pyramid] 						
<ul style="list-style-type: none"> compare and sort common 2-D and 3-D shapes and everyday objects. 						
Position and Direction						
<ul style="list-style-type: none"> order and arrange combinations of mathematical objects in patterns and sequences 						
<ul style="list-style-type: none"> use mathematical vocabulary to describe position, direction and movement, 						
Statistics						
<ul style="list-style-type: none"> Handle data using simple tables and charts 						