

Year `2 Mathematics Sequence and Small Steps

Autumn						
		Approximately 4 weeks	Approximately 6 weeks	Approximately 2 weeks	Approximately 1 week	
Autumn	Transition	<p>Number: Place Value</p> <ul style="list-style-type: none"> • Counting forwards and backwards within 20 • Tens and ones within 20 • Counting forwards and backwards within 50 • Tens and ones within 50 • Compare numbers within 50 • Count objects to 100 and read and write numbers in numerals and words • Represent numbers to 100 • Tens and ones with a part-whole model • Tens and ones using addition • Use a place value chart • Compare objects • Compare numbers • Order objects and numbers • Count in 2s • Count in 5s • Count in 10s • Count in 3s 	<p>Number: Addition and Subtraction</p> <ul style="list-style-type: none"> • Fact families – addition and subtraction binds to 20 • Check calculations • Compare number sentences • Related facts • Bonds to 100 (tens) • Add and subtract 1s • 10 more and 10 less • Add and subtract 10s • Add by making 10 • Add a 2-digit and 1-digit number – crossing ten • Subtraction – crossing 10 • Subtract a 1-digit number from a 2-digit number – crossing ten • Add two 2-digit numbers – not crossing ten – add ones and add tens • Add two 2-digit numbers – crossing ten – add ones and add tens • Subtract a 2-digit number from a 2-digit number – not crossing ten • Subtract a 2-digit number from a 2-digit number – crossing ten – subtract ones and tens • Find and make number bonds • Bonds to 100 (tens and ones) • Add three 1-digit numbers 	<p>Measurement: Money</p> <ul style="list-style-type: none"> • Recognising coins and notes • Count money – pence • Count money – pounds (notes and coins) • Count money – notes and coins • Select money • Make the same amount • Compare money • Find the total • Find the difference • Find change • Two-step problems 	<p>Number: Multiplication and Division</p> <ul style="list-style-type: none"> • Make equal groups • Add equal groups • Make arrays 	Christmas

Spring				
	Approximately 4 weeks	Approximately 2 weeks	Approximately 2 weeks	Approximately 4 weeks
Spring	Number: Multiplication and Division <ul style="list-style-type: none"> • Make equal groups – sharing • Make equal groups – grouping • Divide by 2 • Odd and even numbers • Divide by 5 • Divide by 10 	Statistics <ul style="list-style-type: none"> • Make tally charts • Draw pictograms (1-1) • Interpret pictograms (1-1) • Draw pictograms (2, 5 and 10) • Interpret pictograms (2, 5 and 10) • Block diagrams 	Geometry: Properties of Shape <ul style="list-style-type: none"> • Recognise 2-D and 3-D shapes • Count sides on 2-D shapes • Count vertices on 2-D shapes • Draw 2-D shapes • Lines of symmetry • Sort 2-D shapes • Make patterns with 2-D shapes • Count faces on 3-D shapes • Count edges on 3-D shapes • Count vertices on 3-D shapes • Sort 3-D shapes • Make patterns with 3-D shapes 	Number: Fractions <ul style="list-style-type: none"> • Make equal parts • Recognise a half • Find a half • Recognise a quarter • Find a quarter • Recognise a third • Find a third • Unit fractions • Non-unit fractions • Equivalence of $\frac{1}{2}$ and $\frac{2}{4}$ • Find three quarters • Count in fractions

Summer					
	Approximately 2 weeks	Approximately 2 weeks	Approximately 2 weeks	Approximately 3 weeks	
Summer	Measurement: Length and Height <ul style="list-style-type: none"> • Measure length (cm) • Measure length (m) • Compare lengths • Order lengths • Four operations with lengths 	Geometry: Position and Direction <ul style="list-style-type: none"> • Describing movements • Describing turns • Describing movement and turns • Making patterns with shapes 	Measurement: Time <ul style="list-style-type: none"> • O'clock and half past • Quarter past and quarter to • Telling time to 5 minutes • Hours and days • Find durations of time • Compare durations of time 	Measurement: Mass, Capacity and Temperature <ul style="list-style-type: none"> • Comparing mass • Measure mass in grams • Measure mass in kilograms • Compare volume • Millilitres • Litres • Temperature 	Consolidation and Problem Solving