Year 2 Curriculum Map - Maths

During **Key Stage 1** pupils develop their knowledge and understanding of mathematics through practical activity, exploration and discussion. They learn to count, read, write and order numbers to 100 and beyond. They develop a range of mental calculation skills and use these confidently in different settings. They learn about shape and space through practical activity which builds on their understanding of their immediate environment. They begin to grasp mathematical language, using it to talk about their methods and explain their reasoning when solving problems.

St Christopher Primary

Half Term 1 Numbers to 100 Addition and Subtraction Multiplication and Division Money Statistics	Number to 150 Addition and Subtraction Multiplication and Division Fractions 2D Shape, Statistics	Number to 150 Addition and Subtraction Multiplication and Division Fractions 2D Shape, Measurement, Statistics	Numbers to 200 Addition and Subtraction Multiplication and Division Fractions 2D Shape, Measurement, Statistics	Half Term 5 Numbers to 200 Addition and Subtraction Multiplication and Division Fractions 2D Shape, Measurement - Time	Half Term 6 Numbers up to 200 Addition and Subtraction Multiplication and Division Fractions Position and Direction, Time
Concrete and Pictorial					
Identify and represent numbers (0-100)	Identify and represent numbers (0-150)	Identify and represent numbers (0-150)	Identify and represent numbers (0-200)	Identify and represent numbers (0-200)	Identify and represent numbers (0-200)
Number and place value					
Read and write numbers above in digits and words	Read and write numbers above 100.	Read and write numbers above.	Read and write numbers above.	Read and write numbers above.	Count to and across 200, forwards and backwards.
Compare and order numbers. Use < > = signs	**2NPV-1** Compare and order numbers. Use < > = signs	Compare and order numbers. Use < > = signs	Compare and order numbers. Use < > = signs		
2NPV-1 Recognise place value of tens and ones	Recognise place value of HTU	Recognise place value of HTU	Recognise place value of HTU	Recognise place value of HTU	Recognise place value of HTU
Count, read and write numbers					
Count in steps of ones and 2s forwards and back	Count in ones, 2s, 5s and 10s forwards and back	Count in ones, 2s, 5s and 10s forwards and back	Count in ones, 2s, 3s, 5s and 10s forwards and back	Count coins (1p, 2p, 5p, 10p, 20p and 50p)	
Addition and Subtraction					
2AS-1 2NF-1 Recall and use addition and subtraction facts to 20 fluently. Derive and use related facts to 100.	Recall and use addition and subtraction facts to 50 fluently. Derive and use related facts to 150.	**2AS-3** Recall and use addition and subtraction facts to 50 fluently. Derive and use related facts to 150.	Recall and use addition and subtraction facts to 100 fluently. Derive and use related facts to 200.	Recall and use addition and subtraction facts to 100 fluently. Derive and use related facts to 200.	Recall and use addition and subtraction facts to 100 fluently. Derive and use related facts to 200.
Use concrete objects and pictorial representations to solve simple one-step problems with + and- involving numbers 0-100. **2AS-2**Recognise the subtraction structure of 'difference' and answer questions of the form, 'How many more…?' Introduce columns.	**2AS-4** Use concrete objects and pictorial representations to solve simple one-step and two-step problems with + and- involving numbers 0-150. Continue using columns. - a two-digit number and ones - a two-digit number and tens - two two-digit numbers - adding three one-digit numbers.	Use concrete objects and pictorial representations to solve simple one-step and two-step problems with + and- involving numbers 0-150, quantities and measures. - a two-digit number and ones - a two-digit number and tens - two two-digit numbers - adding three one-digit numbers.	Recognise and use inverse relationship between addition and subtractions	Add and subtract numbers using concrete objects, pictorial representations and mentally. - a two-digit number and ones - a two-digit number and tens - two two-digit numbers - adding three one-digit numbers. Continue written methods.	Applying their increasing knowledge of mental and written methods. Add and subtract numbers using concrete objects, pictorial representations, and mentally, including: - a two-digit number and ones - a two-digit number and tens where re-grouping is necessary - two two-digit numbers - adding three one-digit numbers.
			Show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot.		Recognise and use inverse relationship between addition and subtractions with more complex missing numbers eg 14+*-3=17
					Solve word problemsthat involve more than one step
Multiplication and Division					
Calculate multiplication and division within the two times table using correct symbols. To double and halve even numbers up to 100	Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs.	Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs.	Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs.	Recognise and use the inverse relationship between multiplication and division in calculations	Solve one step problems using a range of concrete resources and mental methods.
Recall and use X and ÷ facts for the 2 times table. Recognise odd and even numbers	**2MD-1** Recall and use X and ÷ facts for the 2,5, 10x table. Recognise odd and even numbers	**2MD-2** Recall and use X and ÷ facts for the 2,5, 10x table. Recognise odd and even numbers	Recall and use X and ÷ facts for the 2,3,5,10x table. Recognise odd and even numbers	Show that multiplication of 2 numbers can be done in any order (commutative) and division cannot	Determine remainders given known facts.
					Recognise the relationships between addition and multiplication and can re-write addition statements as simplified multiplication statements
Money					
To recognise and use symbols for £ and p	Combine amounts to make a particular value	Find different combinations of coins that equal the same amount of money (p)	Find different combinations of coins that equal the same amount of money (£ & p)	Solve simple problems in a practical context involving addition of money of the same unit	Solve simple + and - problems using money with change.
	Fractions				
	To recognise, find, name and write ½ a set of objects, quantity or shape	To recognise, find, name and write ½ a set of objects, quantity or length	To recognise, find, name and write ½, ¼ and 1/3 of a set of objects, quantity or length	To recognise, find, name and write ½, ¼ and 2/4, ¾ 1/3 of a set of objects, quantity, shape or length	Write simple fractions, e.g. ½ of 6 = 3 and recognise the equivalence of 2/4 and a ½
		Measure			
		Choose and use appropriate standard units to estimate and measure length/height in any direction	Choose and use appropriate standard units to estimate and measure temperature and capacity	Choose and use appropriate standard units to estimate and measure mass (g/kg)	
			Read scales in divisions of ones, twos, fives and tens in a practical situation where all of the numbers on the scale are given.	Read scales in divisions of ones, twos, fives and tens in a practical situation where not all of the numbers on the scale are given.	
		Compare and order length and record the results using < > and =	Compare and order capacity and record the results using < > and =	Compare and order mass and record the results using < > and =	
				Time	
				To 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 5 minutes, including quarter past/to the hour and draw the hands on a clock face to show these times	
	2D Shape				**Position and Direction**

	2G-1 Identify and describe the properties of 2D shapes, including the number of sides and symmetry in a vertical line	2G-1 Identify and describe the properties of 3D shapes, including the number of edge, vertices and faces	2G-1 Identify 2D shapes on the surface of 3D shapes, e.g. a circle on a cylinder and a triangle on a pyramid	2G-1 Compare and sort common 2D and 3D shapes and everyday objects	Order and arrange combinations of mathematical objects in patterns and sequences.
				2G-1 Describe similarities and differences of shape properties	
Statistics					
Interpret and construct simple pictograms	Interpret and construct simple tally charts	Interpret and construct simple block diagrams	Interpret and construct simple tables		
Ask and answer simple questions by counting, totalling, comparing and sorting objects	Ask and answer simple questions by counting, totalling, comparing and sorting objects	Ask and answer simple questions by counting, totalling, comparing and sorting objects	Ask and answer simple questions by counting, totalling, comparing and sorting objects		

Understand and use key vocabulary					
Greater than, less than, equals, digit, place value, number bonds, addition, subtraction, multiplication, division, pounds, pence	Greater than, less than, equals, digit, place value, number bonds, addition, subtraction, multiplication, division, double, halve, odd, even, other words for addition, other words for subtraction, other words for multiplication and division, pounds, pence	Problem solving, one step, two step, quantity, measure, total value, length, longer, shorter, 2D and names of common polygons, symmetry	Capacity, temperature, calibration, degrees, Celsius, thermometer, scale, 3D and names of common polyhedrons	Mass, names of fractions, inverse, set, weight, heavier, lighter, gram, kilogram, compare, sequence, minutes, second, hour, day, week, month, year	Movement, straight line, rotation as a turn, right angles for quarter, half and three quarter turns, clockwise and anticlockwise, change, equivalence, array