

Year 2 Maths Overview with DFE Ready to Progress Criteria

	Wk1 1.9.26	Wk2 7.9.26	Wk3 14.9.26	Wk4 21.9.26	Wk5 28.9.26	Wk6 5.10.26	Wk7 12.10.26	Wk8 19.10.26 (3 days)	Wk9 2.11.26	Wk10 9.11.26	Wk11 16.11.26	Wk12 23.11.26	Wk13 30.11.26	Wk14 7.12.26	Wk15 14.12.26
Autumn	Place Value					Addition and Subtraction							Geometry		
	- count in steps of 2, 3, and 5 from 0, and in 10s from any number, forward and backward - recognise the place value of each digit in a two-digit number (10s, 1s) - identify, represent and estimate numbers using different representations, including the number line - compare and order numbers from 0 up to 100; use <, > and = signs - read and write numbers to at least 100 in numerals and in words - use place value and number facts to solve problems 2NPV–1 Recognise the place value of each digit in two-digit numbers, and compose and decompose two-digit numbers using standard and nonstandard partitioning. 2NPV–2 Reason about the location of any twodigit number in the linear number system, including identifying the previous and next multiple of 10.					- solve problems with addition and subtraction: - using concrete objects and pictorial representations, including those involving numbers, quantities and measures - applying their increasing knowledge of mental and written methods - recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 - add and subtract numbers using concrete objects, pictorial representations, and mentally, including: - a two-digit number and 1s - a two-digit number and 10s 2 two-digit numbers - adding 3 one-digit numbers - show that addition of 2 numbers can be done in any order (commutative) and subtraction of 1 number from another cannot - recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems 2NF–1 Secure fluency in addition and subtraction facts within 10, through continued practice. 2AS–1 Add and subtract across 10. 2AS–2 Recognise the subtraction structure of ‘difference’ and answer questions of the form, “How many more...?”. 2AS–3 Add and subtract within 100 by applying related one-digit addition and subtraction facts: add and subtract only ones or only tens to/from a twodigit number. 2AS–4 Add and subtract within 100 by applying related one-digit addition and subtraction facts: add and subtract any 2 twodigit numbers							- 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 2G–1 Use precise language to describe the properties of 2D and 3D shapes, and compare shapes by reasoning about similarities and differences in properties.		

Year 2 Maths Overview with DFE Ready to Progress Criteria

Spring	Wk1 4.1.27	Wk2 11.1.27	Wk3 18.1.27	Wk4 25.1.27	Wk5 1.2.27	W6 8.2.27	Wk7 22.2.27	Wk8 1.3.27	Wk9 8.3.27	Wk10 15.3.27	Wk11 22.3.27	Wk12 12.4.27
	Money - 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 - solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change			Multiplication and division - recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers - calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (x), division (÷) and equals (=) signs - show that multiplication of 2 numbers can be done in any order (commutative) and division of 1 number by another cannot - solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts 2MD–1 Recognise repeated addition contexts, representing them with multiplication equations and calculating the product, within the 2, 5 and 10 multiplication tables. 2MD–2 Relate grouping problems where the number of groups is unknown to multiplication equations with a missing factor, and to division equations (quotitive division)				Measure: Length and Height - 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 = Measure: Mass, capacity and temperature - 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 =				

Year 2 Maths Overview with DFE Ready to Progress Criteria

Summer	Wk1 19.4.27	Wk2 26.4.27	Wk3 3.5.27 (4 days)	Wk4 10.5.27	Wk5 17.5.27	Wk6 24.5.27	Wk7 7.6.27	Wk8 14.6.27	Wk9 21.6.27	Wk10 28.6.27	Wk11 5.7.27	Wk12 12.7.27	Wk13 19.7.27 (Two days)
	Fractions - recognise, find, name and write fractions [Fraction:1/3], [Fraction:1/4], [Fraction:2/4] and [Fraction:3/4] of a length, shape, set of objects or quantity - write simple fractions, for example [Fraction:1/2] of 6 = 3 and recognise the equivalence of [Fraction:2/4] and [Fraction:1/2]				Time - 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		Statistics - interpret and construct simple pictograms, tally charts, block diagrams and 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		Geometry: Position and Direction - 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)		Consolidation		