Year Group



YEAR 2 2024-2025

Objectives highlighted in yellow are 'Ready to Progress criteria' – children need to be secure on these before moving on

PROBLEM SOLVING AND REASONING MUST BE INCORPORATED INTO ALL TOPICS FOR ALL CHILDREN.

Number-Place Value

Autumn 1

Read and write numbers from 1 to 20 in numerals and words (Y1).

Read and write numbers to at least 100 in numerals and in words.

Identify, represent and estimate numbers using different representations, including the number line.

Recognise the place value of each digit in a two-digit number (tens, ones)

Compose and decompose 2-digit numbers, using standard and non-standard partitioning (2NPV-1)

Reason about the location of any 2-digit number on the linear system, including identifying the previous and next multiple of 10 (2NPV-2)

Compare and order numbers from 0 up to 100; use > and < and = signs.

Count in steps of 2, 3 and 5 from 0, and in 10s from any number, forward and backward.

Use place value and number facts to solve problems

Number-Addition and Subtraction

Secure fluency in addition and subtraction facts within 10, through continued practice. (2 NF-1)

Recall and use addition and subtraction facts to 20 fluently, (2AS-1)

Show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot

Recognise the subtraction structure of 'difference' and answer questions of the form, "How many more...?" (2AS-2)

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 two-digit numbers, using concrete objects, pictorial representations, and mentally, (2AS-3) Derive and use related facts to 100

Number -- Addition and Subtraction

Autumn 2

Add and subtract within 100 by applying related one-digit addition and subtraction facts: add and subtract any 2 two-digit numbers. (2AS-4)

Add three 1-digit numbers.

Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.

Geometry – Shape

Identify and describe the properties of 2-D shapes, including the number of sides, and line symmetry in a vertical line. (2G-1)

Compare and sort common 2-D and 3-D shapes and everyday objects. (2G-1)

Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces. (2G-1)

Identify 2-D shapes on the surface of 3-D shapes.

Measurement - Money

Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value

	Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change
Spring 1	Number-Multiplication and Division
Spring 1	Calculate mathematical statements for multiplication and division within the multiplication
	tables and write them using the multiplication (×), division (÷) and equals (=) sign
	Recognise repeated addition contexts, representing them with multiplication equations and
	calculating the product, within the 2, 5 and 10 multiplication tables. 2MD-1
	Show that multiplication of two numbers can be done in any order (commutative) and
	division of one number by another cannot
	Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables,
	including recognising odd and even numbers
	Relate grouping problems where the number of groups is unknown to multiplication
	equations with a missing factor, and to division equations (quotitive division). 2MD-2
	Solve problems involving multiplication and division, using materials, arrays, repeated
	addition, mental methods, and multiplication and division facts, including problems in
	contexts New hor Culturation
	Number - Subtraction
Coming 2	Revisit subtraction objectives
Spring 2	Measurement-Length and Height
	Choose and use appropriate standard units to estimate and measure length/height (m/cm to
	the nearest appropriate unit, using rulers,
	Compare and order lengths and record the results using >, < and =
	Measurement- Mass, Capacity and Temperature
	Choose and use appropriate standard units to estimate and measure mass (kg/g);
	temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using scales,
	thermometers and measuring vessels
	Compare and order mass, volume/capacity and record the results using >, < and =
	Fractions
	Recognise, find, name and write fractions 1/3, 1/4, 2/4 and 3/4 of a length, shape, set of
	objects or quantity
Summer 1	Fractions (2/4 - 1
	Write simple fractions, for example 1/2 of 6 = 3 and recognise the equivalence of 2/4 and
	1/2
	<u>Time</u>
	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
	Number -Addition and Subtraction
	Revisit addition and subtraction objectives
Summer 2	<u>Statistics</u>
	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
	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)
	<u>Fractions</u>

	Revisit fraction objectives
Continuous objectives	The continuous objectives are woven into the teaching continually during the year. Children are given continual and regular opportunities to apply their knowledge to problem solving and reasoning. • use place value and number facts to solve problems • solve problems with addition and subtraction, using concrete, pictorial and abstract representations • recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems. • solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts • recognise, find, name and write fractions 1/3, 1/4, 2/4 and 3/4 of a length, shape, set of objects or quantity
	•write simple fractions for example, 1/2 of 6 = 3 and recognise the equivalence of 2/4 and 1/2.
Key Basic	Count across 100, forwards and backwards, in steps of 2, 3, and 5 from 0 and in tens
skills to be	from any number
taught	Read and write numbers to at least 100 in numerals and in words
continuously	Recognise the place value of each digit in a two-digit number (tens, ones)
through the	Find 10 more and 1 less than a given number Recognise zero as a place holder
year	Compare and order numbers from 0 up to 100; use <, > and = signs
	Partition numbers in different ways
	Round numbers to the nearest 10 and use this for estimation and calculation purposes Recall addition and subtraction facts to 20 and derive and use related facts up to 100 Explore inverse relationship between addition and subtraction and use this to derive new facts and to check answers
	Double any number between 1 and 30 and find all corresponding halves
	Add and subtract numbers mentally using the appropriate strategies and jottings
	Solve missing number addition and subtraction problems
	Solve missing number problems with multiplication and division
	Recognise, name and count and state different amounts of fractions eg ½, 1/3, ¼, 2/4, 3/4
	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
	Find different combinations of coins to make a particular values
	Know relationships and simple equivalents between given units for length,
	mass and capacity.
	Identify and describe the properties of 2-D and 3-D shapes
	Identify angles for quarter, half and three-quarter turns
	(clockwise and anti-clockwise)

(clockwise and anti-clockwise)