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Mathematics- Year 2 Programme of Study

Term 1	Term 2	Term 3	Working towards objective	Working just below objective	Working at level of objective	Exceeding level of objective
					NUMBER- Number and Place Value	
					Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward	
					Recognise the place value of each digit in a two-digit number (tens, ones)	
					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.	
					NUMBER- addition and subtraction	
					Solve problems with addition and subtraction:	

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					• 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 ones	
					• a two-digit number and tens	
					• 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 the inverse relationship between addition and subtraction and use this to check calculations and solve missing number	

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					problems.	
					NUMBER- 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 (×), division (÷) and equals (=) signs	
					Show that multiplication of two numbers can be done in any order (commutative) and division of one 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.	
					NUMBER- Fractions (including decimals)	
					Recognise, find, name and write fractions 1/3 , ¼ , 2/4 and 3/4 of a	

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					length, shape, set of objects or quantity	
					Write simple fractions for example, ½ of 6 = 3 and recognise the equivalence of 2/4 and ½	
					MEASUREMENT	
					Choose and use appropriate standard units to estimate and measure: **(to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels)**	
					• length/height in any direction (m/cm)	
					• mass (kg/g)	
					• temperature (°C)	
					• capacity (litres/ml)	
					Compare and order lengths, mass, volume/capacity and record the results using >, < and =	
					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	

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					context involving addition and subtraction of money of the same unit, including giving change	
					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.	
					GEOMETRY- Properties of shapes	
					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.	

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					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).	
					STATISTICS	
					Interpret and construct simple pictograms, tally charts, block diagrams and simple 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.	

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