

**Tavistock Maths Planning Overview for Year 2**  
**Adapted from Hampshire Maths Team documents**

Autumn 1	Spring 1	Summer 1
<p><b>Number and Place Value</b>  Continue to practice and extend counting skills – beginning to count forwards and backwards in steps of 2 and 5 using a class number line for support.  Write numbers to at least 100 in numerals and words  Build upon work from Year 1 to consolidate understanding of place value in two digit numbers.  Begin to develop estimation skills, using grouping in tens to check.  Compare and order numbers to 100, using &lt;, &gt; and = symbols.  Consolidate secure understanding of “=” as equivalence.  Continue to consolidate known number facts.  Begin to apply knowledge of place value and number facts to solving problems</p> <p><b>Addition and Subtraction</b>  Solve problems with addition and subtraction  Use a number line to support mental strategies for addition – jumping in steps of ten and one.  Use knowledge of number pairs and partitioning to bridge through tens numbers when adding/subtracting  Use and apply known and quickly recalled facts to solve addition and subtraction problems  Practice recalling and using addition facts to ten/twenty  Use practical resources (counting apparatus/Dienes) to model addition/subtraction.  Explore the relationship between addition and subtraction – begin to use the inverse operation as a checking strategy.  Begin to use known addition and subtraction facts to 20 to generate new known facts to 100.</p>	<p><b>Number and place value</b>  Continue to practise all counting skills so that these become increasingly fluent  Continue to use and apply knowledge of writing numbers in numerals and words (to at least 100)  Routinely practise and check estimation skills  Consolidate use of &lt;, &gt; and = symbols when comparing numbers.</p> <p><b>Addition and subtraction</b>  Add/subtract multiples of ten mentally by applying knowledge of addition and subtraction facts to 10/20.  Continue to refine addition and subtraction strategies, using mental skills and strategies (see progression in calculation document)  Confidently use a number line to add and subtract two digit numbers, using jumps of ten and one or multiples of ten and one, and bridging through ten.  Practise addition and subtraction skills in a range of contexts, problems and investigations.  Continue to use the inverse operation as a checking strategy.</p> <p><b>Geometry – Position, direction and movement</b>  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, recognizing and describing their properties.  Use mathematical vocabulary to describe position, direction and movement  Investigate the concept of rotation or “turn” – in relation to angle as a movement.  Continue to use and apply knowledge of quarter, half and three-quarter turns (clockwise and anti-clockwise)</p>	<p><b>Number and Place Value</b>  Practise counting in 3s forwards and backwards, using a class number line for support  Recognize the place value of each digit in a two-digit number.  Identify, represent and estimate numbers using different representations, including the number line  Confidently compare and order numbers to 100, using &lt;, &gt; = symbols correctly.  Read and write numbers to 100 in numerals and words  Use knowledge of place value and quickly recalled number facts to solve problems apply to investigations.</p> <p><b>Addition and subtraction</b>  Solve a range of addition and subtraction problems, choosing a suitable strategy based on the numbers involved (mental methods, number line jottings)  Confidently apply known and quickly recalled facts to addition and subtraction calculations  Add and subtract numbers using concrete objects, pictorial representations and mental methods, including a two-digit number and ones, a two-digit number and tens, two two-digit numbers and 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.  Confidently solve problems using addition and subtraction.</p> <p><b>Measures (including calculations and fractions)</b>  Solve problems involving all measures in practical contexts</p>

<p><b>Measures – length</b> Compare and order lengths and record the results using &gt;, &lt; and = Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm)</p> <p><b>Statistics</b> 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.</p>	<p><b>Money</b> Recognize 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 (Link to addition and subtraction) Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change (Link to addition and subtraction)</p>	<p><b>Geometry (shape)</b> Relate quarter turns to right angles Compare and sort common 2-D and 3-D shapes and everyday objects. Identify and describe the properties of 2-D shapes, including the number of sides and 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.</p>
Autumn 2	Spring 2	Summer 2
<p><b>Multiplication and division</b> Continue counting in steps of 2, 5 and 10 forwards and backwards Begin to relate counting in different steps to the 2, 5 and 10 times tables Recognize the pattern when counting 2, 5 and 10. Solve problems involving counting in steps of 2, 5 and 10. Continue to solve problems involving grouping and sharing using practical apparatus and pictorial representations. Continue to build upon understanding of repeated addition to solve problems</p> <p><b>Geometry – Properties of Shape</b> Identify and describe the properties of a range of 2D shapes (including irregular shapes) – including number of sides and line symmetry. Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces Compare and sort 2D and 3D shape according to different criteria Order and arrange combinations of mathematical objects in patterns and sequences</p>	<p><b>Number and Place Value</b> Use and apply confidently known and quickly recalled number facts and knowledge of place value to problem solving and investigations</p> <p><b>Multiplication and Division</b> Solve problems involving counting in steps of 2, 5 and 10. Continue to solve problems involving grouping and sharing using practical apparatus and pictorial representations. Continue to build upon understanding of repeated addition to solve problems Begin to develop use of the arrays to explore the relationship between multiplication and division. Build upon understanding of repeated addition as multiplication. Begin to develop understanding from repeated addition model towards multiplication using the x symbol. Begin to introduce the ÷ symbol. Know that multiplication can be done in any order (commutative) but division cannot.</p>	<p><b>Multiplication and Division</b> Begin to use known multiplication and division facts for 2, 5 and 10 times tables to solve problems. Use known multiplication facts to derive new known division facts. Solve problems involving odd and even numbers, Build on use of ÷ symbol to solve calculations Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.</p> <p><b>Measures – capacity</b> Choose and use appropriate standard units to estimate and measure capacity (litres/ml) to the nearest appropriate unit, measuring vessels Compare and order volume/capacity and record the results using &gt;, &lt; and =</p> <p><b>Fractions</b> Count to ten on a number line in steps of <math>\frac{1}{4}</math> and <math>\frac{1}{2}</math>. Solve problems involving known fractions, using practical resources and a range of representations.</p>

<p><b>Fractions</b> Solve problems involving halves and quarters of shape and quantities Make links between unit fractions and equal sharing and grouping Link fractions understanding to measures Begin to place fractions (half, quarter) on a number line to reinforce the concept of as numbers – and that they can add up to more than one. Encourage children to use a range of visualisations and resources to support their understanding of fractions. Continue to reinforce the concept that fractions of shapes must be equal in size, but might look different.</p> <p><b>Measures – time</b> Compare and sequence intervals of time Tell and write the time including quarter past/to the hour and draw the hands on a clock face to show these times.</p>	<p><b>Measures – weight/mass</b> Compare and order mass and record the results using &gt;, &lt; and = Choose and use appropriate standard units to estimate and measure mass (kg/g)</p> <p><b>Fractions</b> Introduce <math>\frac{3}{4}</math> as the first non-unit fraction Solve problems involving fractions of shapes and quantities using practical resources and making links to division. Begin to explore the concept of equivalence – such as <math>\frac{2}{4}</math> is equivalent to <math>\frac{1}{2}</math>. Continue to place known fractions on a number line Make connections to “time” (half past, quarter past etc. Make links between fractions and measures.</p>	<p><b>Time- Reading clocks</b> 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.</p>
<p><b>Problem solving</b> Try different approaches and find ways of overcoming difficulties that arise when solving problems. Begin to organize their work and check results Select the mathematics they use in a wider range of classroom activities Use mathematics as an integral part of classroom activities, e.g. engage with mathematical activities involving sorting, counting and measuring by direct comparison, begin to understand the relevance of mathematical ideas to everyday situations by using them in role play Use heuristics (apparatus, diagrams, role play etc.) to represent and clarify a problem Move between different representations of a problem, e.g. words, diagrams Adopt a suggested model or systematic approach to a problem Make connections and apply their knowledge to similar situations Begin to apply knowledge appropriately to problem-solving</p> <p><b>Reasoning and Dialogue</b> Review their work and reasoning Understand a general statement by finding particular examples that match it Use and interpret mathematical symbols and diagrams Discuss their mathematical work and explain their thinking Represent their work using objects or pictures Begin to discuss and explain their work Use mathematical language when discussing their work Continue to work using symbols and simple diagrams</p>		

Draw simple conclusions from their work

Explain why an answer is correct

Predict what comes next in a simple sequence and explain why