Manor Church of England Infant School Medium Term Planning: **Maths (Year 2)**
Term: Spring

Week	Domain	Mental / Oral Objectives	Y2 Objectives	Key Vocabulary	Resources
			Autumn 1		
1	Number and place value 3d shape	Counting in and back in 1s, 2s, 5s and 10s	• Count in 2's, 5's, 3's and 10's from any number forwards and backwards • Recognise the place value of each digit in a two-digit number (tens, ones) • Use place value and number facts to solve problems. • 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 words. • Identify and describe the properties 2-d shape, including the number of sides and symmetry in a vertical line. • Identify 2-d shapes on the surface of 3-d shapes e.g. the circle on a cylinder • Compare and sort common 2-d and 3-d shapes	Tens, ones, number names	Numicon, Dienes shapes

			• Identify and describe the properties 3-d shape, including the number of edges, vertices and faces.		
2	Addition 3d shape		• Solve problems using addition and subtraction • Add and subtract to 100 and beyond using a number line, concrete objects, pictorial representations, including those involving numbers, measures and quantities. • Applying their 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 a two—digit number and ones. • Add a two digit number and tens. • Adding three one-digit numbers. • Show that addition of two numbers can be done in any order 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 missing number problems. • Identify and describe the properties 2-d shape, including the number of sides and symmetry in a vertical line. • Identify 2-d shapes on the surface of 3-d shapes e.g. the circle on a cylinder • Compare and sort common 2-d and 3-d shapes	Tens, ones, number names, before, after, more than, less than	Numicon Dienes Numberlines shapes

			• Identify and describe the properties 3-d shape, including the number of edges, vertices and faces.		
3	Subtraction Time		• Solve problems using addition and subtraction • Add and subtract to 100 and beyond using a number line, concrete objects, pictorial representations, including those involving numbers, measures and quantities. • Applying their 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 a two—digit number and ones. • Add a two digit number and tens. • Adding three one-digit numbers. • Show that addition of two numbers can be done in any order 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 missing number problems. • Read and find times on a clock showing 'o' clock, half past, quarter past and to and draw the hands on a clock face to show these times. • Compare and sequence intervals of time. • Know the number of minutes in an hour and the number of hours in a day. • Tell and write the time to 5 minutes.	Addition, plus, more than, bigger, equals	Numicon Dienes Numberlines clocks

4	Multiplication Time		• Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers. • Show that multiplication of two numbers can be done in any order. • Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods. • Calculate mathematical statements for multiplication using the x and = signs use the ÷. • Show that multiplication of two numbers can be done in any order and division of one number by another cannot. • Read and find times on a clock showing 'o' clock, half past, quarter past and to and draw the hands on a clock face to show these times. • Compare and sequence intervals of time. • Know the number of minutes in an hour and the number of hours in a day. • Tell and write the time to 5 minutes.	Addition, plus, more than, bigger, equals	Numicon Dienes Numberlines clocks
5	Division Temperature		• Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers. • Show that multiplication of two numbers can be done in any order. • Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods.	Subtract, less than, smaller	Numicon Dienes Numberlines rulers

			• Calculate mathematical statements for multiplication using the x and = signs use the ÷. • Show that multiplication of two numbers can be done in any order and division of one number by another cannot. • Compare and order lengths, mass and capacity record the results using <, > and = • Choose and use appropriate standard units to estimate and measure length and height in cm/m, mass kg/g, temperature 'C and capacity litres/ml to the nearest appropriate unit, using rulers scales thermometers and measuring vessels..		
6	Fractions Temperature		• Recognise, find and name 1/2, 1/4, 1/3, 2/4 and 3/4 of length, shape and number. • Write simple fractions e.g. 1/2 of 6 is 3 and recognise the equivalence of 2/4 and 1/2. • Compare and order lengths, mass and capacity record the results using <, > and = • Choose and use appropriate standard units to estimate and measure length and height in cm/m, mass kg/g, temperature 'C and capacity litres/ml to the nearest appropriate unit, using rulers scales thermometers and measuring vessels.	Subtract, less than, smaller	Numicon Dienes Numberlines rulers
7	Money Data handling		• Use £ and p notation to record money. • Find different combinations of coins that equal the same amount of money to 50p. • Solve simple problems in a practical context involving addition and subtraction of money to £1, including giving change.	Coin names, change	Numicon Dienes Numberlines

			• Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity. • Interpret and construct simple pictograms, tally charts, block diagrams and simple tables. • Ask and answer questions about totalling and comparing categorical data.		
Autumn 2					
1	Addition 2d shape	Counting in and back in 1s, 2s, 5s and 10s 2 times tables	• Solve problems using addition and subtraction • Add and subtract to 100 and beyond using a number line, concrete objects, pictorial representations, including those involving numbers, measures and quantities. • Applying their 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 a two—digit number and ones. • Add a two digit number and tens. • Adding three one-digit numbers. • Show that addition of two numbers can be done in any order 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 missing number problems.	Addition, plus, more than, bigger, equals	Numicon Dienes Numberlines

			• Identify and describe the properties 2-d shape, including the number of sides and symmetry in a vertical line. • Identify 2-d shapes on the surface of 3-d shapes e.g. the circle on a cylinder • Compare and sort common 2-d and 3-d shapes • Identify and describe the properties 3-d shape, including the number of edges, vertices and faces.		
2	Subtraction 3d shape		• Solve problems using addition and subtraction • Add and subtract to 100 and beyond using a number line, concrete objects, pictorial representations, including those involving numbers, measures and quantities. • Applying their 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 a two—digit number and ones. • Add a two digit number and tens. • Adding three one-digit numbers. • Show that addition of two numbers can be done in any order 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 missing number problems.	Subtract, less than, smaller	Numicon Dienes Numberlines

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			• Know the number of minutes in an hour and the number of hours in a day. • Tell and write the time to 5 minutes.		
4	Division Time		• Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers. • Show that multiplication of two numbers can be done in any order. • Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods. • Calculate mathematical statements for multiplication using the x and = signs use the ÷. • Show that multiplication of two numbers can be done in any order and division of one number by another cannot. • Read and find times on a clock showing 'o' clock, half past, quarter past and to and draw the hands on a clock face to show these times. • Compare and sequence intervals of time. • Know the number of minutes in an hour and the number of hours in a day. • Tell and write the time to 5 minutes.	Part, whole, denominator	Numicon Dienes Numberlines objects
5	Fractions Position		• Recognise, find and name 1/2, 1/4, 1/3, 2/4 and 3/4 of length, shape and number. • Write simple fractions e.g. 1/2 of 6 is 3 and recognise the equivalence of 2/4 and 1/2.	Part, whole, denominator	Numicon Dienes Numberlines objects

			• Order and arrange combinations of mathematical objects in patterns. Use mathematical vocabulary to describe position, direction and movement, including movement in a straight line. Distinguish between rotation as a turn and in terms of right angles for quarter, half and 3/4 turns (clockwise and anti-clockwise).		
6	Money Poition		• Use £ and p notation to record money. • Find different combinations of coins that equal the same amount of money to 50p. • Solve simple problems in a practical context involving addition and subtraction of money to £1, including giving change. • Order and arrange combinations of mathematical objects in patterns. Use mathematical vocabulary to describe position, direction and movement, including movement in a straight line. Distinguish between rotation as a turn and in terms of right angles for quarter, half and 3/4 turns (clockwise and anti-clockwise).	Coin names, change	Numicon Dienes Numberlines
7	Number and place value Data handling		• Count in 2's, 5's, 3's and 10's from any number forwards and backwards • Recognise the place value of each digit in a two-digit number (tens, ones) • Use place value and number facts to solve problems. • Identify, represent and estimate numbers using different representations, including the number line.	Tens, ones, number names, before, after, more than, less than	Numicon Dienes Numberlines

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