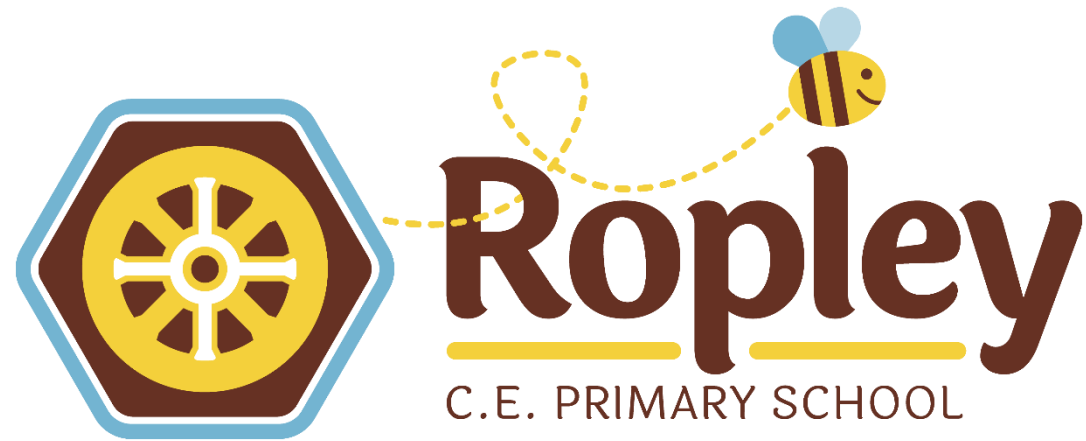




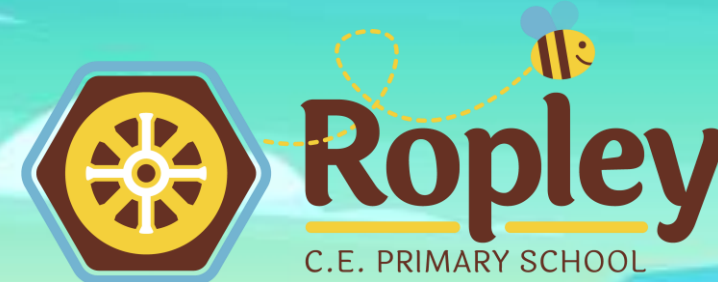
Year 2 Mathematics Overview

2026-2027



Year 2

Autumn



Place Value

- recall and use number bonds to 20 fluently
- recognise the place value of each digit in a two-digit number (tens and ones)
- read and write numbers to at least 100 in numerals
- compare and order numbers from 0 up to 100
- estimate numbers using a number line
- count in steps of 2 from any given whole number
- use place value and known number facts to solve problems
- count in steps of 5 from 0 forward and backward Read and write numbers to at least 100 in numerals and words

Addition and Subtraction

- use and apply known number facts to 20
- add and subtract whole numbers using concrete and pictorial representations, including:
 - >a two-digit number and ones (27+3)
 - > a two digit number and tens (27+30)
- add and subtract whole numbers using concrete and pictorial representations, including: three one-digit numbers (9 + 7 + 1 = 10 + 7 ; 10 + 7 = 17)
- solve addition and subtraction problems using concrete and pictorial representations alongside number recordings, including in the context of money and measure of the same unit

Fractions

- recognise, find and name a half as one of two equal parts of an object, shape or quantity
- recognise, find, name and write fractions $\frac{1}{3}$ and $\frac{1}{4}$

Multiplication and Division

- recall and use multiplication and division facts for the 2 and 10 times tables
- recognise odd and even numbers (using Numicon to see the even and odd shape)
- know that multiplication of two numbers can be done in any order (commutative) using an array and practical materials. (2 rows of 5 is equivalent to 5 rows of 2)
- recall and use multiplication and division facts for the 5x table. Calculate and record multiplication statements using x and = signs

Measurement/Geometry

- identify and describe the properties of 2-D shapes including the number of sides and symmetry in a vertical line.
- identify 2-D shapes on the surface of 3-D shapes (circle on a cylinder, triangle on a pyramid)
- tell and write the time to quarter to and past the hour Draw the hands on a clock face to show these times Know the number of minutes in an hour and hours in a day
- identify and describe properties of 3-D shapes, including the number of faces, edges and vertices
- find different combinations of coins that equal the same amount of money
- compare and order lengths, record the results using >, < and =
- choose and use appropriate standard units to estimate and measure length/height in m/cm. Use a ruler to measure
- recognise and use symbols for £ and p. Combine amounts to make a particular value

Statistics

- Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity

Year 2 Spring



Place Value

- generate new number facts from known facts, using 'nearly' numbers.(If $15 - 5 = 10$; then $15 - 6 = 9$)
- count in steps of 3 from zero
- count in steps of 3 from zero, forwards or backward

Addition and Subtraction

- add and subtract whole numbers using concrete and pictorial representations, including: - two two-digit numbers with support
- show that the addition of two numbers can be done in any order (commutative) using groups of objects and jumps on a number line
- recall and use facts to 20 fluently. Derive and use related facts to 100. ($3 + 6 = 9$; $30 + 60 = 90$ and $31 + 59 = 90$ (one more, one less))
- add and subtract two two-digit numbers with informal jottings and concrete and visual resources
- recognise and use the inverse relationship between + and – to check and solve missing number problems

Fractions

- calculate simple fractions of amounts such as $\frac{1}{2}$ of $6 = 3$ by using concrete sharing and pictorial representations

Multiplication and Division

- recall and use multiplication and division facts for the 5x table
- recognise odds and evens
- calculate and record multiplication statements using x and = signs (compare with repeated addition)
- solve problems involving multiplication and division using materials, arrays and repeated addition

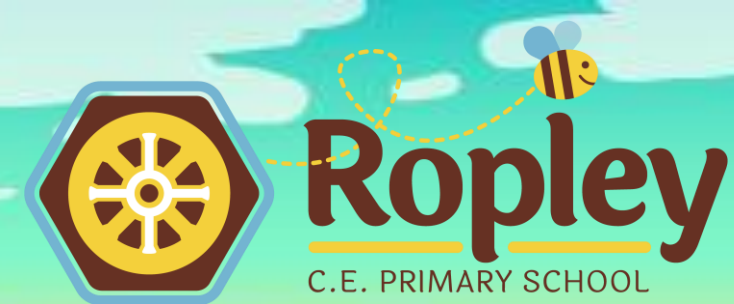
Measurement/Geometry

- use mathematical vocabulary to describe position, direction and movement
- tell and write the time to quarter to and past the hour
- draw the hands on a clock face to show these times
- know the number of minutes in an hour and hours in a day.
- compare and sort common 2-D and 3-D shapes
- know that rotation is a turn and know that a quarter, half and three quarter turn represent a right angle (clockwise and anti-clockwise)
- write and tell the time to 5 minutes
- compare and order mass and volume/capacity , introducing standard units and recording the results using $>$, $<$ and $=$
- choose and use appropriate standard units to estimate and measure mass (kg/g); temperature ($^{\circ}\text{C}$); capacity (l/ml), using scales, thermometers and measuring vessels

Statistics

- interpret and construct simple pictograms, tally charts, block diagrams and simple tables. Answer questions about totals and comparison of discrete data.

Year 2 Summer



ROUTE 66



Place Value

-know that the position (place) of a digit in a number determines its value. Show understanding by partitioning into hundreds, tens and ones.

-recall (or derive) and use addition and subtraction facts to 20 and 100

-count in steps of 2,3 and 5 from 0 and in 10s from any number (forward and back)

-compare and order numbers using $<$, $>$ and $=$

-know that the position (place) of a digit in a number determines its value. Show understanding by partitioning into hundreds, tens and ones

-doubling and halving. Using steps of 2 to see steps of 4

Addition and Subtraction

-calculate with two digit numbers, showing an understanding of the commutative law and use of the inverse as an alternative representation using the idea of whole and part (bar models and other representations)

-when adding three or more numbers, look for pairs that are easy to add ($8+5+2$ is better organised as $8+2+5$ to give 15 as the bond to 10 is clear

-using known facts to derived related facts using patterning:
 $90=100-10$ $80=100-20$ Continue
Start with a different number and make a similar pattern

-use place value and number facts to solve problems involving measure and in other real life contexts, using multiple representations

Fractions

-recognise and find fractions of a length, shapes or quantity ($\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$, $\frac{3}{4}$)

-describe $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$ turns in terms of right angles in a practical situation such as a clock

-count in fractions up to 10 using a number line ~ use the $\frac{1}{2}$ and $\frac{2}{4}$ equivalence to help.

Multiplication and Division

-explore patterns in multiples to develop an understanding of links and relationships to generate new facts from known. (e.g. $5x$ is half of $10x$) Use the inverse as an alternative representation ($x/\div$)

-explore the similarities and difference between sharing and grouping. Use counting in 2s to identify odds (1,3,5..) and evens (2,4,6...)

-solve contextual problems involving multiplication and division facts, using materials, arrays, repeated addition and known facts.

Measurement/Geometry

-compare and sort common 2D and 3D shapes. Explain choices about sorting

-add and subtract money of the same unit, including giving change

-accurately draw two lines and compare the lengths using cm (draw a line that is twice as long, half as long)

-use position and direction on a grid to give a set of instructions to a pirate to find his treasure

Statistics

-interpret and construct simple pictograms, tally charts, block diagrams and simple tables

-ask and answer questions about totalling and comparing categorical data