Gran of Spirit

Bilston Church of England Long Term Planner

Mathematics Year 2



Number- number and place value	Number- addition and subtraction		
Children will Learn To	Children will learn To		
 compare and order numbers from 0 up to 100; use >, < and = signs recognise odd and even numbers order and arrange combinations of mathematical objects in patterns and sequences 	numbers, quantities and measures applying their increasing knowledge of mental methods and written methods recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100		
	 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 missing number problems recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value find different combinations of coins to equal the same amounts of money solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change 		

Number- multiplication and division	Measurement		
Children will Learn To	Children will learnTo		
 recall and use multiplication and division facts 	 compare and order lengths, mass, 		
for the 2, 5 and	volume/capacity and record		
10 multiplication tables, including recognising odd	the results using >, < and =		
and even numbers	• choose and use appropriate standard units to		
 calculate mathematical statements for 	, , ,		
multiplication and division within the			
multiplication tables and write them using the			
multiplication ($ imes$), division (\div) and equals (=)			
signs	11 1		
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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			
 and even numbers calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts count in steps of 2, 3 and 5 from 0 and in tens from any number, forward and backward 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 	the results using >, < and = choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels compare and sequence intervals of time tell and write the time to five minutes know the number of minutes in an hour and the number of hours in a day		

Number –fractions	Geometry- properties of shapes		
Children will Learn To	Children will Learn To		
• recognise, find, name and write fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$ and $\frac{3}{4}$ of a length, shape, set of objects or quantity	 identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line 		
• write simple fractions for example, $\frac{1}{2}$ of 6 = 3 and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$	 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 		

Geometry- position and direction	Statistics- data handling		
Children will learn To			
use mathematical vocabulary to describe position,	interpret and construct simple pictograms, tally		
direction and movement	charts, block diagrams and simple tables		
use mathematical vocabulary to describe position,	ask and answer simple questions by counting the		
direction and movement, including movement in a	number of objects in each category and sorting the		
straight line and	categories by quantity		
distinguishing between rotation as a turn and in			
terms of right angles for quarter, half and three-			
quarter turns (clockwise and			
anti-clockwise)			

