

Week Term	1	2	3	4	5	6	7	8	9	10	11	12
Autumn	Number: Place Value					Addition & Subtraction						Consolidation and Assessment
	Geometry: Shape											
Spring	Number: Multiplication and Division					Measurement: Length and Height			Measurement: Mass, Capacity and Temperature			Consolidation and Assessment
	Measurement: Money											
Summer	Number: Fractions				Measurement: Time			Statistics		Geometry: Position and Direction		Consolidation and Assessment

Maths Small Steps: Year 2 Autumn Term

Number: Place Value	Number: Addition and Subtraction	Geometry: Shape
<ul style="list-style-type: none"> Numbers to 20 Count objects to 100 by making tens Recognise tens and ones Use a place value chart Partition numbers to 100 Write numbers to 100 in words Flexibly partition numbers to 100 Write numbers to 100 in expanded form Tens on the number line to 100 Tens and ones on the number line to 100 Estimate numbers on a number line Compare objects Compare numbers Order objects and numbers Count in 2s, 5s and 10s Count in 3s 	<ul style="list-style-type: none"> Bonds to 10 Fact families – addition and subtraction bonds within 20 Related facts Bonds to 100 (tens) Add and subtract 1s Add by making 10 Add three 1-digit numbers Add to the next ten Add across a ten Subtract across a ten Subtract from a ten Subtract a 1-digit number from a 2-digit number (across a ten) 10 more, 10 less Add and subtract tens Add two 2-digit numbers (not across a ten) Add two 2-digit numbers (across a ten) Subtract two 2-digit numbers (not across a ten) Subtract two 2-digit numbers (across a ten) 	<ul style="list-style-type: none"> Recognise 2D and 3D shapes Count sides on 2D shapes Count vertices on 2D shapes Draw 2D shapes Lines of symmetry on shapes Use lines of symmetry to complete shapes Sort 2D shapes Count faces on 3D shapes Count edges on 3D shapes Count vertices on 3D shapes Sort 3D shapes Make patterns with 2D and 3D shapes

Maths Small Steps: Year 2 Spring Term

Number: Multiplication and Division	Measurement: Money	Measurement: Length and Height	Measurement: Mass, Capacity and Temperature
<ul style="list-style-type: none"> • Recognise equal groups • Make equal groups • Add equal groups • Introduce the multiplication symbol • Multiplication sentences • Use arrays • Make equal groups - grouping • Make equal groups – sharing • The 2 times-table • Divide by 2 • Doubling and halving • Odd and even numbers • The 10 times-table • Divide by 10 • The 5 times-table • Divide by 5 • The 5 and 10 times-tables 	<ul style="list-style-type: none"> • Count money – pence • Count money – pounds (notes and coins) • Count money – pounds and pence • Choose notes and coins • Make the same amount • Compare amounts of money • Calculate with money • Make a pound • Find change • Two-step problems 	<ul style="list-style-type: none"> • Measure in centimetres • Measure in metres • Compare lengths and heights • Order lengths and heights • Four operations with lengths and heights 	<ul style="list-style-type: none"> • Compare mass • Measure in grams • Measure in kilograms • Four operations with mass • Compare volume and capacity • Measure in millilitres • Measure in litres • Four operations with volume and capacity • Temperature

Maths Small Steps: Year 2 Summer Term

Number: Fractions	Measurement: Time	Statistics	Geometry: Position and Direction
<ul style="list-style-type: none"> • Introduction to parts and whole • Equal and unequal parts • Recognise a half • Find a half • Recognise a quarter • Find a quarter • Recognise a third • Find a third • Find the whole • Unit fractions • Non-unit fractions 	<ul style="list-style-type: none"> • O'clock and half past • Quarter to and quarter past • Tell the time past the hour • Tell the time to the hour • Tell the time to 5 minutes • Minutes in an hour • Hours in a day 	<ul style="list-style-type: none"> • Make tally charts • Tables • Block diagrams • Draw pictograms (1-1) • Interpret pictograms (1-1) • Draw pictograms (2, 5 and 10) • Interpret pictograms (2, 5 and 10) 	<ul style="list-style-type: none"> • Language of position • Describe movement • Describe turns • Shape patterns with turns