

Year 2 Autumn /Spring Overview

Autumn Term	Spring Term
Mental /Oral Maths	Mental/Oral Maths
Counting up and back in different sized steps to 100 from different starting points Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 Adding three one-digit numbers Add a 2 digit number and ones Add a 2 digit number and tens Counting in 2s'5s'10s recall Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables	Counting up and back in different sized steps to 100 from different starting points Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 Adding three one-digit numbers Add a 2 digit number and ones Add a 2 digit number and tens Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables Recognising odd and even Time and measures facts
Main Maths Strand	Main Maths Strand
Place Value – comparing and ordering, value of digits	Place Value
Addition and subtraction including money	Addition and subtraction including money/length and mass
Shape – 2d shape including position, fractions of shape	Measure – Mass
Measure- Length	Multiplication and division
Addition and subtraction including length and money problems	Fractions
Measures – Time	Measures – Time
Multiplication and division include money problems /length problems	4 number operations
Fractions	
Statistics	
Cross Curricular Maths	Cross Curricular Maths
Reinforce measures through Science Reinforce Statistics through Science/topic Reinforce positional language and turns through Computing, Geography, PE	Science – pictograms and bar charts, some elements of measure, 3D shape through Art, Position through Computing, time, PE <ul style="list-style-type: none"> • Order and arrange combinations of mathematical objects in patterns and sequences • 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] • Reading scales for capacity • Positional language