YEAR 2 CURRICULUM COMPONENT MAP: MATHS

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Week 1	Number formation – read and write numbers up to 100.	Recall all number bonds to and within 10 and use these to reason with and calculate bonds to and within 20	Count in twos, fives and tens from 0	Halves and quarters of 2D shape	Recall and reason with all number bonds to and within 10 calculate bonds to and within 20, recognising other associated additive relationships (e.g. If 7 + 3 = 10, then 17 + 3 = 20; if 7 – 3 = 4, then 17 – 3 = 14; leading to if 14 + 3 = 17, then 3 + 14 = 17, 17 – 14 = 3 and 17 – 3 = 14)	Count in twos, fives, tens, threes and fours from 0
	Estimate and count a number of objects up to 100; locate numbers on 0–100 beaded lines and 1–100 squares; compare pairs of numbers and find a number in between; order three numbers, order 2-digit numbers	Know and use ordinal numbers; understand that 2-digit numbers are made from some 10s and some 1s; Understand place value using 10p and 1p coins; find and record all possible amounts using 10p and 1p coins; find 10p more and 10p less; Find 10 more and 10 less	Place value and ordering 2-digit numbers; place value additions and subtractions; add and begin to subtract 9, 10 and 11	Tell the time to the nearest quarter of an hour using analogue and digital clocks; understand the relationship between seconds, minutes and hours and use a tally chart; interpret and complete a pictogram or block graph where one block or symbol represents one or two things	Locate, order and compare 2-digit numbers on 0-100 landmarked lines and on the 1-100 square; use < and > signs; locate numbers on an empty 0-100 line; introduce numbers 101 to 200 and count in 100s to 1000; add 2-digit numbers by counting on in 10s and 1s; subtract 2-digit numbers by counting back in 10s and 1s	Count back in 10s and 1s to solve subtraction (not crossing 10s) and check subtraction using addition, beginning to understand that addition undoes subtraction and vice versa; add three or more small numbers using number facts; record amounts of money using £·p notation including amounts with no 10s or 1s; find more than one way to solve a money problem
	🌿 0-100 bead string 🌿 0-100 bead string visual tool 🌿 100 square	🌿 Dienes 10s and 1s 🌿 10p and 1p coins 🌿 100 square	🌿 100 squares 🌿 Dienes 🌿 Part-part whole model	🌿 Analogue clocks 🌿 Stopwatches 🌿 Numicon/ multi-link	🌿 Number lines 🌿 100 square 🌿 Place value counters	🌿 100 square 🌿 Coins 🌿 Part-part whole model
Week 2	Partition a two-digit number into tens and ones	Name some common 2D shapes. Halves and quarters of 2D shape.	Recognise the value of coins Use different coins to make the same amount	Recall and use multiplication and division facts for 2, 5 and 10	Identify 1/4 , 1/3 , 1/2 , 2/4 , 3/4 of a number or shape, and know that all parts must be equal parts of the whole	Read scales* where not all numbers on the scale are given and estimate points in between Read the time on a clock to the nearest 5/15 minutes
	Revise number bonds to 6, 7, 8, 9 and 10; know number bonds to 10 and begin to learn related subtraction facts; know multiple of 10 number bonds to 100, learn bonds to 20, rehearse number bonds to 10 and 20 using stories	Add and subtract 10, 20 and 30 to any 2-digit number; Add and subtract 11, 21, 12 and 22 to any 2-digit number; Solve addition and subtractions by counting on and back in 10s then in 1s; solve addition and subtraction problems using concrete and pictorial representations	Revise number bonds to 10; begin to bridge 10; subtract from 10 and 20; use number facts to find the complement to ten; find a difference between two numbers by counting on	Revise doubles and corresponding halves to 15; find half of odd and even numbers to 30; Revise and recognise 1/2s, 1/4s, 1/3s and 2/3s of shapes; place 1/2s on a number line; count in 1/2s and 1/4s; understand and write mixed numbers	Use doubles and number bonds to add three 1-digit numbers; use number facts to 10 and 20 in number stories; find complements to multiples of 10; understand subtraction as difference and find this by counting up; find small differences either side of a multiple of 10	Count in 3s, recognising numbers in the 3 times-table; write multiplications to go with arrays and use arrays to solve multiplication problems; understand that multiplication is commutative and that division and multiplication are inverse operations; solve divisions as multiplications with a missing number; count in 2s, 3s, 5s and 10s to solve divisions and solve division problems in contexts
	🌿 Numicon 🌿 Number lines 🌿 Multi-link	🌿 100 square 🌿 Number lines	🌿 Part whole model 🌿 Dienes 🌿 Bar model 🌿 Numicon	🌿 Cuisenaire rods 🌿 Number lines 🌿 Multi-link 🌿 Fraction piece	🌿 Numicon 🌿 Number lines 🌿 100 square 🌿 Bar model	🌿 Numicon 🌿 Number lines 🌿 Arrays

Week 3	Addition and subtraction as the inverse	Count in twos, fives and tens from 0	Name and describe properties of 3-D shapes	Recognise the value of coins. Use different coins to make the same amount	Read scales*1in divisions of ones, twos, fives and tens	Partition any two-digit number into different combinations of tens and ones, explaining their thinking verbally, in pictures or using apparatus. Add and subtract any 2 two-digit numbers using an efficient strategy, explaining their method verbally (e.g. 48 + 35; 72 – 17)
	Double numbers to double 15, use patterns in number bonds, use number bonds to solve more difficult additions, to subtract and to solve additions bridging 10	Understand and use terms and vocabulary associated with position, direction and movement;	Rehearse complements to multiples of 10; find differences using a number line; find change from 10p and 20p, and from £10 to £20 by counting up and using bonds to 10 and 20; add two 2-digit numbers by counting on	Revise 2, 5 and 10 times-tables; revise arrays and hops on the number line; multiply by 2, 3, 4, 5 and 10; arrange objects into arrays and write the corresponding multiplications; make links between grouping and multiplication to begin to show division; write divisions as multiplications with holes in and use the ÷ sign	Add and subtract 1-digit numbers to and from 2-digit numbers; subtract 2-digit numbers by counting back in tens and ones; add two 2-digit numbers by counting in 10s, then adding 1s; add 2-digit numbers using 10p and 1p coins (partitioning, answers less than 100); add 2-digit numbers using place-value cards (partitioning, answers more than 100)	Measure and estimate lengths in centimetres; tell the time involving multiples of 5 minutes past the hour and 5 minutes to the hour; tell time to 5 minutes; begin to say the time 10 minutes later
	🌿 Numicon 🌿 Dienes 🌿 Place value counters		🌿 Number lines 🌿 Coins 🌿 Numicon 🌿 Dienes	🌿 Numicon 🌿 Arrays 🌿 Part whole model	🌿 Part whole model 🌿 100 square 🌿 Coins	🌿 Tape measure 🌿 Metre stick 🌿 Ruler 🌿 Clocks
Week 4	Name, identify and find properties of common 2D shapes	Add and subtract any 2 two-digit numbers	Read the time on a clock to the hour and half past	Identify 1/4 , 1/3 , 1/2 , 2/4 , 3/4 of a number or shape, and know that all parts must be equal parts of the whole	Identify 1/4 , 1/3 , 1/2 , 2/4 , 3/4 of a number or shape, and know that all parts must be equal parts of the whole	Use reasoning about numbers and relationships to solve more complex problems and explain their thinking (e.g. 29 + 17 = 15 + 4 + Solve unfamiliar word problems that involve more than one step
	Sort 2D shapes according to symmetry properties using Venn diagrams, identify right angles and sort shapes using Venn diagrams, recognise squares, rectangles, circles, triangles, ovals and hexagons, investigate which tessellate, sort shapes and objects using a two-way Carroll diagram	Measure lengths using uniform units; Begin to measure in centimetres and metres	Recognise and identify properties (including faces and vertices) of 3D shapes; sort according to properties including number of faces; name the 2D shapes of faces of 3D shapes; tell the time to the nearest quarter on analogue and digital clocks	Recognise all coins, know their value, and use them to make amounts; recognise £5, £10, £20 notes; make amounts using coins and £10 note; write amounts using £.p notation; order coins 1p – £2 and notes £5 – £20; add several coins writing totals in £.p notation (no zeros in 10p place); add two amounts of pence, using counting on in 10s and 1s; add two amounts of money, beginning to cross into £s	Measure weight using standard or uniform non-standard units; draw a block graph where one square represents two units; weigh items using 100g weights using scales marked in multiples of 1kg or 100g; measure capacity using uniform non-standard units; measure capacity in litres and in multiples of 100ml	Partition to add two 2-digit numbers; find the difference between two 2-digit numbers; multiply two numbers using counting in steps of 2, 3, 5 and 10; solve division problems by counting in steps of 2, 3, 5 and 10
	🌿 2D shapes 🌿 Mirrors 🌿 Angle measurers	🌿 Multilink cubes 🌿 Decimetres (Abacus) 🌿 Rulers 🌿 Meter sticks	🌿 2D shapes 🌿 3D shapes 🌿 Analogue clock 🌿 Digital clock	🌿 Coins 🌿 Number lines 🌿 Part whole model	🌿 Mechanical/ digital scales 🌿 Capacity jugs in various shapes/sizes 🌿 100 square 🌿 Balance scales	🌿 Part-whole model 🌿 Number lines 🌿 Bead strings 🌿 Numicon

Week 5	Count in twos, fives and tens from 0	Count in twos, fives and tens from 0	Add and subtract any 2 two-digit numbers using an efficient strategy,	Read the time on a clock to the nearest 15 minutes	Recognise the value of coins Use different coins to make the same amount	Describe similarities and differences of 2-D and 3-D shapes, using their properties
	Begin to mark numbers on a landmarked line, compare and order numbers, using < and > signs, work systematically to find all possible inequalities, find 1 and 10 more or less using the 100-square, find 10 more and 10 less than any 2-digit number	Add and subtract 2-digit numbers; Solve addition and subtraction problems using concrete and pictorial representations; Add near doubles to double 15; Add several small numbers spotting near doubles or pairs to 10, etc.	Order 2-digit numbers and revise the < and > signs; locate 2-digit numbers on a landmarked line and grid; round 2-digit numbers to nearest 10; estimate a quantity <100 within a range Problem solving	Count in 2s, 5s and 10s to solve multiplication problems and find specified multiples; introduce the × sign; record the 2, 5 and 10 times-tables; investigate multiplications with the same answer; write multiplications to go with arrays, rotate arrays to show they are commutative	Double multiples of 10 and 5 (answers less than 100); double 2-digit numbers ending in 1, 2, 3 or 4 (answers less than 100); find a quarter of numbers up to 40 by halving twice; begin to find 3/4 of numbers; find 1/2 1/4 and 1/3 of amounts (sharing); spot patterns and make predictions when finding a third of numbers	Compare two 2-digit numbers and find bonds to 100 using thermometers; revise place value in 2-digit numbers, numbers between 100 and 200, and 3-digit numbers (including zeros in the 10s and 1s places)
	🍃 Number line 🍃 100 square	🍃 Dienes 🍃 Part whole model 🍃 Numicon 🍃 Place value counters 🍃 Multi-link	🍃 Number line 🍃 100 square 🍃 Place value counters	🍃 Arrays 🍃 100 square	🍃 Numicon 🍃 Dienes 🍃 100 square 🍃 Cuisenaire rods	🍃 Thermometers 🍃 Number lines 🍃 Part whole model 🍃 Place value counters/ arrows
Week 6	Partition any two-digit number into different combinations of tens and ones	Number bonds within 20 as inverse calculations (addition and subtraction)	Doubling and halving larger quantities Odd/ even numbers	2x table and its inverse (4 x 2=8 /2x4= 8/ 8÷2=?)	2x 5x 10x table fluency	Reading the time to the nearest 5/10/15 minutes
	Place value revision week	Count in 2s, 5s and 10s from zero; Count in multiples of 2p, 5p and 10p; Number sequences of 2s, 5s and 10s; Find the totals of coins and ways to make an amount; Use coins to make given amounts of money	Geometry revision week	Multiplication/ division revision week	Fraction revision week	Place value revision week
		🍃 Coins 🍃 Numicon 🍃 100 squares				