Greystoke Primary School
Enabling our children to reach their full potential

2017/18 Mathematics Medium Term plans and textbook mapping.

Year 2

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14	Week 15
Autumn	NUMBER:PLACE VALUE			NUMBER:ADDITION AND SUBTRACTION			NUMBER: MULTIPLICATION AND DIVISION.		NUMBER:MONEY		GEOMETRY: SHAPE		FRACTIONS	MEASURES:	
Spring	NUMBER: PLACE VALUE		MULTIPLICATION AND DIVISION.	NUMBER: ALL 4 OPERATIONS		FRACTIONS	MEASURES/TIME		STATISTICS						
Summer	GEOMETRY: SHAPE		SATS REVISION			SATS	NUMBER: FOUR OPERATIONS		NUMBER:MONEY		MEASUREMENT: ALL		FRACTIONS		

Lesson Breakdown and Textbook Mapping

Year 2 Autumn Term

Topic	Week	National Curriculum Objective	Maths No Problem/Focus/NCETM mastery pages.
Place Value	1,2 & 3	• Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward • Recognise the place value of each digit in a two-digit number • identify, represent and estimate numbers using different representations, including the number line • read and write numbers to at least 100 in numerals and in words • Compare and order numbers from 0 up to 100; use <, > and = signs • Use place value and number facts to solve problems	
Number: Addition and Subtraction	4, 5 & 6	• solve simple one-step problems with addition and subtraction: • applying their increasing knowledge of mental and written methods • recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 • Add and subtract numbers using concrete objects, pictorial representations, and mentally, including: TU+U, TU+T, TU+TU and U+U+U • 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 solve missing number problems.	
Number :Multiplication	7 & 8	• Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers • Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs • show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot • solve one-step problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.	

Number :Money	9 & 10	• Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value • solve simple problems in a practical context involving addition and subtraction of money
Geometry-shape	11 & 12	• Identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line. • 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. • order and arrange combinations of mathematical objects in patterns • use mathematical vocabulary to describe position, direction and movement, including distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise), and movement in a straight line.
Fractions of Shapes.	13	• Recognise, find, name and write fractions 1/3, 1/4 , 2/4 and 3/4 of a length, shape, set of objects or quantity
Measures: Length and Height	14 & 15	• 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 order lengths, mass, volume/capacity and record the results using >, < and = • read relevant scales to the nearest numbered unit