Maths Progression Map - Year 2

National Curriculum Objective	Autumn	Spring	Summer
Number and Place Value • 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 (tens, ones) • identify, represent and estimate numbers using different representations, including the number line • compare and order numbers from 0 up to 100; use and = signs • read and write numbers to at least 100 in numerals and in words • use place value and number facts to solve problems.	Block 1- small steps • Numbers to 20 • Count objects to 100 by making 10s • Recognise tens and ones • Using 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 the number line • Compare objects • Compare numbers • Order objects and numbers • Count in 2s, 5s and 10s • Count in 3s		
Number- Addition and Subtraction • solve problems with addition and subtraction: • using concrete objects and pictorial representations, including those involving numbers, quantities and measures • applying their increasing knowledge of mental and written methods • recall and use addition and subtraction facts to 20	small steps • 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 3 one digit numbers • Add to the next 10 • Add across a 10 • Subtract across 10 • Subtract from a 10 • Subtract a one digit number from a two digit number (across 10)	4 operations with measures	

fluently, and derive and use related facts up to 100 • add and subtract numbers using concrete objects, pictorial representations, and mentally, including: • a two-digit number and ones • a two-digit number and tens • two two-digit numbers • adding three one-digit numbers • 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.	• 10 more 10 less • Add and subtract 10s • Add 2 two digit numbers (not across a 10) • Add 2 two digit numbers (across a 10) • Subtract 2 two digit numbers (not across a 10) • Subtract 2 two digit numbers (across a 10) • Mixed addition and subtraction • Compare number sentences • Missing number problems		
<u>Number- Multiplication and Division</u> • 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 problems involving multiplication and division, using materials, arrays, repeated		Small steps • Recognise equal groups • Make equal groups • Add equal groups • Introduce the x 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 10 and 5 times tables	

addition, mental methods, and multiplication and division facts, including problems in contexts.			
Number-Fractions • recognise, find, name and write fractions 1/3 , 1/4 , 2/4 and ¾ of a length, shape, set of objects or quantity • write simple fractions for example, 1/2 of 6 = 3 and recognise the equivalence of 2/4 and 1/2			Small steps- • 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 • Recognise the equivalence of a half and two quarters • Recognise three quarters • Find three quarters • Count in fractions up to a whole
Measurement • 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 = • recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value • find different combinations of coins that 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		Small steps - Money • Count money pence • Count money pounds (coins and notes) • 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 • 2 step problems. Small steps length and height, mass, capacity and temperature • Measure in cm • Measure in m • Compare length and height • 4 operations with length and height • Compare mass • Measure in g • Measure in kg • 4 operations with mass • Compare volume and capacity	Small steps- time • 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 •

• compare and sequence intervals of time • tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times • know the number of minutes in an hour and the number of hours in a day.		• Measure in ml • Measure in l • 4 operations with volume and capacity • Temperature	
Geometry- Properties of Shapes • 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.	small steps • 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		
Geometry- Position and Direction • order and arrange combinations of mathematical objects in patterns and sequences • use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anticlockwise).			Small steps • Language of position • Describe movement • Describe turns • Describe movement and turns • Shape patterns with turns
Statistics • interpret and construct simple pictograms, tally charts, block diagrams and simple tables • ask and answer simple questions by counting the			Small steps • Make tally charts • Tables • Block diagrams • Draw pictograms 1-1

number of objects in each category and sorting the categories by quantity • ask and answer questions about totalling and comparing categorical data			• Interpret pictograms 1-1 • Draw pictograms 2,5 and 10 • Interpret pictograms 2,5 and 10