



St Mary's Catholic Primary School

Curriculum Mapping – Y2 (National Curriculum Objectives)

WhiteRose Small Steps

NCETM and DfE Ready-to-progress Criteria)

AUTUMN TERM

SPRING TERM

SUMMER TERM

Number: Place Value	Number: Addition and Subtraction	Geometry: Shape	Measurement: Money
<ul style="list-style-type: none"> Read and write numbers from 1 to 20 in numerals and words (Y1) Read and write numbers to at least 100 in numerals and in words. Identify, represent and estimate numbers using different representations, including the number line. Count in steps of 2, 3 and 5 from 0, and in 10s from any number, forward and backward Recognise the place value of each digit in a 2-digit number (tens, ones). Compare and order numbers from 0 up to 100; use $<$, $>$ and $=$ signs. Recognise the place value of each digit in two-digit numbers, and compose and decompose two-digit numbers using standard and non-standard partitioning. Reason about the location of any two-digit number in the linear number system, including identifying the previous and next multiple of 10. <ol style="list-style-type: none"> Numbers to 20 Count objects to 100 by making 10s 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 10s on the number line to 100 10s and 1s 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"> Represent and use number bonds and related subtraction facts within 20 (Y1) 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: a 2-digit number and 1s, a 2-digit number and 10s, two 2-digit numbers and adding three 1-digit numbers. Compare and order numbers from 0 up to 100; use $<$, $>$ and $=$ signs. Secure fluency in addition and subtraction facts within 10, through continued practice. Add and subtract across 10 Recognise the subtraction structure of 'difference' and answer questions of the form, "How many more...?". Add and subtract within 100 by applying related one-digit addition and subtraction facts: add and subtract only ones or only tens to/from a two-digit number. Add and subtract within 100 by applying related one-digit addition and subtraction facts: add and subtract any 2 two-digit numbers. <ol style="list-style-type: none"> Bonds to 10 Fact families – addition and subtraction bonds within 20 Relate facts Bonds to 100 (tens) Add and subtract 1s Add by making 10 Add three 1-digit numbers Add to the next 10 Add across 10 Subtract across 10 Subtract from a 10 Subtract a 1-digit number from 2-digit number (across a 10) 10 more, 10 less Add two 2-digit numbers (not across a 10) Add two 2-digit numbers (across a 10) 	<ul style="list-style-type: none"> Identify and describe the properties of 2-D shapes, including the number of sides, and line symmetry in a vertical line. Compare and sort common 2-D and 3-D shapes and everyday objects. 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. Use precise language to describe the properties of 2D and 3D shapes, and compare shapes by reasoning about similarities and differences in properties. <ol style="list-style-type: none"> Recognise 2-D and 3-D shapes Count sides on 2-D shapes Count vertices on 2-D shapes Draw 2-D shapes Lines of symmetry on shapes Use lines of symmetry to complete shapes Sort 2-D shapes Count faces on 3-D shapes Count edges on 3-D shapes Count vertices on 3-D shapes Sort 3-D shapes Make patterns with 2-D and 3-D shapes 	<ul style="list-style-type: none"> 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 of the same unit, including giving change. <ol 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



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	16. Subtract two 2-digit numbers (not across a 10) 17. Subtract two 2-digit numbers (across a 10) 18. Mixed addition and subtraction 19. Compare number sentences 20. Missing number problems		
Number: Multiplication and Division	Measurement: Length and Height	Measurement: Mass, Capacity and Temperature	Number: Fractions
<ul style="list-style-type: none"> • Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (\times), division (\div) and equals (=) signs. • Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot. • Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers. • Recognise repeated addition contexts, representing them with multiplication equations and calculating the product, within the 2, 5 and 10 multiplication tables. • Relate grouping problems where the number of groups is unknown to multiplication equations with a missing factor, and to division equations (quotative division). <ol style="list-style-type: none"> 1. Recognise equal groups 2. Make equal groups 3. Add equal groups 4. Introduce the multiplication symbol 5. Multiplication sentences 6. Use arrays 7. Make equal groups – grouping 8. Make equal groups – sharing 9. The 2 times-table 10. Divide by 2 11. Doubling and halving 12. Odd and even numbers 13. The 10 times-table 14. Divide by 10 15. The 5 times-table 16. Divide by 5 17. The 5 and 10 times-table 	<ul style="list-style-type: none"> • Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature ($^{\circ}\text{C}$); 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 $=$. • Solve problems with addition and subtraction using concrete objects and pictorial representations, including those involving numbers, quantities and measures. • Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts. <ol style="list-style-type: none"> 1. Measure in centimetres 2. Measure in metres 3. Compare lengths and heights 4. Order lengths and heights 5. Four operations with lengths and heights 	<ul style="list-style-type: none"> • Compare, describe and solve practical problems for: lengths and height; mass/weight; capacity and volume; time. • Measure and begin to record the following: lengths and heights; mass/weight; capacity and volume; time. <ol style="list-style-type: none"> 1. Compare mass 2. Measure in grams 3. Measure in kilograms 4. Four operations with mass 5. Compare volume and capacity 6. Measure in millilitres 7. Measure in litres 8. Four operations with volume and capacity 9. Temperature 	<ul style="list-style-type: none"> • Recognise, find, name and write fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$ of a length, shape, set of objects or quantity. • Write simple fractions, for example $\frac{1}{2}$ of 6 = 3 and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$. <ol style="list-style-type: none"> 1. Introduction to parts and wholes 2. Equal and unequal parts 3. Recognise a half 4. Find a half 5. Recognise a quarter 6. Find a quarter 7. Recognise a third 8. Find a third 9. Find the whole 10. Unit fractions 11. Non-unit fractions 12. Recognise the equivalence of a half and two-quarters 13. Recognise three-quarters 14. Find three-quarters 15. Count in fractions up to a whole
Measurement: Time	Statistics	Geometry: Position and Direction	



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<ul style="list-style-type: none">• Tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clockface to show these times.• Know the number of minutes in an hour and the number of hours in a day. <ol style="list-style-type: none">1. O'clock and half past2. Quarter past and quarter to3. Tell the time past the hour4. Tell the time to the hour5. Tell the time to 5 minutes6. Minutes in an hour7. Hours in a day	<ul style="list-style-type: none">• Interpret and construct simple pictograms, tally charts, block diagrams and simple tables.• Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity.• Ask and answer questions about totalling and comparing categorical data.• Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers. <ol style="list-style-type: none">1. Make tally charts2. Tables3. Block diagrams4. Draw pictograms (1-1)5. Interpret pictograms (1-1)6. Draw pictograms (2, 5 and 10)7. Interpret pictograms (2, 5 and 10)	<ul style="list-style-type: none">• 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). <ol style="list-style-type: none">1. Language of position2. Describe movement3. Describe turns4. Describe movement and turns5. Shape patterns with turns
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