

# Maths Yearly Overview Year: 2

	<b>Autumn 1 1.1 (8 weeks)</b>	<b>Autumn 2 1.2 (7 weeks)</b>	<b>Spring 1 2.1 (6 weeks)</b>	<b>Spring 2 2.2 (6 weeks)</b>	<b>Summer 1 3.1 (5 weeks)</b>	<b>Summer 2 3.2 (7 weeks)</b>
<b>Week 1</b>	<p><b>Maths meetings:</b> Counting on in 1s, 2s, 5s, and 10s Power Planets Rock It Stars 2D and 3D shape names Fact Families</p> <p><b>2NF-1 Secure fluency in addition and subtraction facts within 10, through continued practice.</b></p> <p><b>NC objectives:</b> To read and write numbers to 100 in numerals and words. To recognise the place value of each digit in a two digit number.</p> <p><b>Inspire Unit 17 1B Numbers to 100</b></p> <p>Reading and writing numbers to 100. Counting in tens, then ones</p>	<p><b>Maths Meetings:</b> Counting in 2s and 5s Power Planets Rock It Stars Partitioning in different ways. Comparing numbers using the symbols greater than and less than. Coin recognition</p> <p><b>NC objectives:</b> To add numbers using concrete representations, pictorially and mentally.</p> <p><b>Unit 17 1B Simple Addition</b> WTS- Add a 2D number and 1D and 2D number and tens where no regrouping is required. EXS- Add two 2D numbers (no regrouping) using efficient strategies. GDS- Use reasoning about addition to solve more complex problems e.g. missing number.</p> <p><b>2AS-3 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.</b></p>	<p><b>Maths Meetings:</b> Counting in 2s/ 20s and 5s/ 50s Power Planets Rock It Stars Bonds of 10 and related facts to 20 Arithmetic</p> <p><b>NC objectives:</b> To recognise and use the symbols for £ and p. To combine amounts to make a particular value.</p> <p><b>Unit 18 1B Coin and note Recognition</b> Coin and note names; counting same denomination coin and notes. WTS- Know the value of different coins.</p>	<p><b>Maths Meetings:</b> Counting in 3s and 5s Power Planets Rock It Stars Arithmetic Telling the time Using greater than and less than to compare numbers Bonds to 10 and related facts 2D shape names and properties</p> <p><b>NC objectives:</b> To recognise odd and even numbers. To calculate mathematical statements for multiplication To show that multiplication can be done in any order. To use multiplication facts for the 2, 5 and 10 time table</p> <p><b>White Rose Unit</b></p> <p><b>2MD-1 Recognise repeated addition contexts, representing them with multiplication equations and calculating the product, within the 2, 5 and 10 multiplication tables.</b></p>	<p><b>Maths Meetings:</b> Counting in 2s, 3s, 5s and 10s Power Planets Rock It Stars Arithmetic Totalling and making amounts of money Properties of 3d shapes Bonds of 10 and related facts to 20 and 100 Lines of symmetry</p> <p><b>NC Objectives:</b> To tell and write the time to the nearest five minutes including quarter past/ to the hour and draw the hands on the clock to show these times. To know the number of minutes in an hour and the number of hours in a day</p> <p><b>White Rose Unit</b> EXS- Read the time to the nearest 15 minutes. GDS- Read the time to the nearest 5 minutes.</p>	<p><b>Maths meetings:</b> Counting in 2s, 3s, 5s and 10s Power Planets Rock It Stars Arithmetic Fact family (x and ÷) Fractions of shape and amounts Telling the time</p> <p><b>NC Objectives:</b> To read, recognise and write numbers to 1000 To recognise the place value of each digit in a two digit and three digit number.</p> <p><b>Unit 1 2A Numbers to 1000</b> Read and make 3 digit numbers using apparatus.</p>

		<b>2AS–4 Add and subtract within 100 by applying related one-digit addition and subtraction facts: add and subtract any 2 two digit numbers.</b>				
<b>Week 2</b>	<p><b>Maths meetings:</b> Counting on and back in 1s within 100. Power Planets Rock It Stars Fact Families Finding missing numbers in single digit bonds.</p> <p><b>NC Objectives:</b> To recognise the place value of each digit in a two digit number.</p> <p><b>Unit 17 1B Numbers to 100</b></p> <p>Place Value; Partitioning 2D numbers in different ways.</p> <p>WTS- Partition and 2 digit number into tens and ones, using apparatus</p> <p><b>2NPV–1 Recognise the place value of each digit in two-digit numbers, and compose and decompose two-digit numbers using standard and nonstandard partitioning.</b></p>	<p><b>Maths meetings:</b> Counting on and back in 1s Power Planets Rock It Stars Partitioning in different ways Coin recognition. Recognising symmetry in shapes</p> <p><b>NC Objectives:</b> To solve problems with addition. To add numbers using concrete representations, pictorially and mentally.</p> <p><b>Unit 17 1B Simple Addition</b> WTS- Add a 2D number and 1D and 2D number and tens where no regrouping is required. EXS- Add two 2D numbers (no regrouping) using efficient strategies. GDS- Use reasoning about addition to solve more complex problems e.g. missing number.</p>	<p><b>Maths Meetings:</b> Counting in 10s, 2s/ 20s and 5s/ 50s Power Planets Rock It Stars Bonds of 10 and related facts to 20 Missing numbers on a hundred square Arithmetic +/- word problem Fact Families (x and ÷)</p> <p><b>NC objectives:</b> To recognise and use the symbols for £ and p. To combine amounts to make a particular value.</p> <p><b>Unit 18 1B Exchanging and totalling coins and notes</b> Exchanging coins and totalling amounts of same denomination.  WTS- Know the value of different coins. EXS- Use different coins to make the same amount.</p>	<p><b>Maths meetings:</b> Counting in 1s, 2s, 3s, 5s and 10s Power Planets Rock It Stars Reading Scales 3D shapes Arithmetic Odd and even numbers Partitioning in different ways</p> <p><b>NC Objectives:</b> To calculate mathematical statements for multiplication To show that multiplication can be done in any order. To use multiplication facts for the 2, 5 and 10 time table. To solve problems involving multiplication</p> <p><b>2MD–2 Relate grouping problems where the number of groups is unknown to multiplication equations with a missing factor, and to division equations (quotitive division).</b></p>	<p><b>Maths meetings:</b> Counting in 2s, 3s, 5s and 10s Power Planets Rock It Stars Making amounts of money Arithmetic Doubles/ halves Properties of 2D and 3D shapes Reading Scales</p> <p><b>NC Objectives:</b> To tell and write the time to the nearest five minutes including quarter past/ to the hour and draw the hands on the clock to show these times. To know the number of minutes in an hour and the number of hours in a day</p> <p><b>White Rose Unit</b> EXS- Read the time to the nearest 15 minutes. GDS- Read the time to the nearest 5 minutes.</p>	<p><b>Maths meetings:</b> Counting in 2s, 3s, 5s and 10s Power Planets Rock It Stars Arithmetic Fractions of shape and amounts Telling the time</p> <p><b>NC Objectives:</b> To recognise the place value of each digit in a 3 digit number. Find 10 or 100 more or less than a given number.</p> <p><b>Unit 1 2A Numbers to 1000</b> Place value and counting on in 1s and 10s from a 3 digit number.</p>
<b>Week 3</b>	<p><b>Maths meetings:</b> Counting in 1s, 2s, 5s and 10s. Power Planets</p>	<p><b>Maths meetings:</b> Counting back in 1s Power Planets Rock It Stars</p>	<p><b>Maths meetings:</b> Counting in 2s, 5s and 10s problems Power Planets</p>	<p><b>Maths meetings:</b> Counting in 2s, 3s, 5s and 10s Power Planets</p>	<p><b>Maths meetings:</b> Counting in 2s, 3s, 5s and 10s Power Planets</p>	<p><b>Maths meetings:</b> Counting in 2s, 3s, 5s and 10s Power Planets</p>

	<p>Rock It Stars 2D shape names and properties</p> <p><b>NC Objectives:</b> To recognise the place value of each digit in a two digit number.</p> <p><b>Unit 17 1B Numbers to 100</b></p> <p>EXS- To partition 2D numbers into different combinations of tens and ones.</p>	<p>Fact Families Coin Recognition and totalling amounts Telling the time</p> <p><b>NC Objectives:</b> To add numbers using concrete representations, pictorially and mentally.</p> <p><b>Unit 17 1B More Addition</b> Addition with regrouping: concrete methods.</p> <p>EXS- Add any two 2D numbers using efficient strategies and explaining their method. GDS- Use reasoning about addition to solve more complex problems e.g. missing number.</p>	<p>Rock It Stars Bonds of 10 and related facts within 20 Totalling amounts of money Arithmetic 2D and 3D shape names and properties. Telling the time</p> <p><b>NC Objectives:</b> To find different combinations of coins that equal the same amount of money.</p> <p><b>Unit 18 1B Totalling amounts</b> Totalling amounts with mixed coins and notes; pound and pence notation</p>	<p>Rock It Stars Totalling and making amounts of money Arithmetic Bonds within 10 and related facts Symmetry</p> <p><b>NC Objectives:</b> To calculate mathematical statements for multiplication and division To show that multiplication can be done in any order and division cannot. To use multiplication and division facts for the 2, 5 and 10 time table. To solve problems involving multiplication and division</p> <p><b>White Rose Unit</b></p>	<p>Rock It Stars Arithmetic Making amounts of money 3D shape properties Line of symmetry in 2D shapes Reading scales</p> <p>Gap filling and consolidation against the Interim Framework</p>	<p>Rock It Stars Arithmetic Fractions of shape and amounts Telling the time Bonds of 10 and related facts to 20 and 100</p> <p><b>NC Objectives:</b> To compare and order numbers up to 1000 using <math>\leq</math>, <math>\geq</math> and =</p> <p><b>Unit 1 2A Numbers to 1000</b> Comparing and ordering 3 digit numbers.</p>
<b>Week 4</b>	<p><b>Maths meetings:</b> Counting in 1s, 2s, 5s and 10s. Power Planets Rock It Stars 3D shape names and properties Partitioning.</p> <p><b>2AS–1 Add and subtract across 10.</b></p> <p><b>NC Objectives:</b> To compare and order numbers up to 100 using <math>\leq</math>, <math>\geq</math> and =</p> <p><b>Unit 17 1B Numbers to 100</b></p>	<p><b>Maths meetings:</b> Counting in 1s, 2s, 5s and 10s Power Planets Rock It Stars Coin recognition and totalling amounts Doubles</p> <p><b>NC Objectives:</b> To subtract numbers using concrete representations, pictorially and mentally.</p> <p><b>Unit 17 1B Simple subtraction</b> WTS – Subtract a 2D number and ones and 2D number and tens. EXS- Subtract two 2D numbers (no regrouping) using efficient strategies.</p>	<p><b>Maths meetings:</b> Counting in 3s and in 10s from any number Power Planets Rock It Stars Bonds of 10 and related facts Partitioning in different ways Counting in 2s, 5s and 10s problems 2D and 3D shapes Telling the time</p> <p><b>3d Shape Unit from White Rose</b></p> <p>Shape names and properties.</p> <p>WTS- Recognise cuboids, cubes, pyramids and</p>	<p><b>Maths meetings:</b> Counting in 1s and 3s Power Planets Rock It Stars Arithmetic Totalling amounts of money Partitioning in different ways Telling the time</p> <p><b>NC Objectives:</b> To calculate mathematical statements for multiplication and division To show that multiplication can be done in any order and division cannot.</p>	<p><b>Maths meetings:</b> Counting in 2s, 3s, 5s and 10s Power Planets Rock It Stars Arithmetic Properties of 3d shapes Reading scales Making amounts of money Bonds of 10 and related facts within 20 and 100 Fractions of number</p> <p>Gap filling and consolidation against the Interim Framework</p>	<p><b>Maths meetings:</b> Counting in 2s, 3s, 5s and 10s Power Planets Rock It Stars Arithmetic Fractions of shape and amounts Telling the time 2D and 3D shape properties.</p> <p><b>NC Objectives:</b> To compare and order numbers up to 1000 using <math>\leq</math>, <math>\geq</math> and =</p> <p><b>Unit 1 2A Numbers to 1000</b></p> <p>Find 10 or 100 more or less than a given number.</p>

	<p>NC: Comparing, order and pattern using <b>greater than/less than symbols.</b></p> <p><b>2NPV–2 Reason about the location of any two digit number in the linear number system, including identifying the previous and next multiple of 10.</b></p>	<p>GDS- Use reasoning about number to solve more complex problems e.g. missing number.</p> <p><b>2AS–3 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.</b></p> <p><b>2AS–4 Add and subtract within 100 by applying related one-digit addition and subtraction facts: add and subtract any 2 two digit numbers.</b></p>	<p>spheres from a group of shapes.</p> <p>EXS- Describe the properties of 3D shapes.</p> <p><b>2G–1 Use precise language to describe the properties of 2D and 3D shapes, and compare shapes by reasoning about similarities and differences in properties.</b></p>	<p>To use multiplication and division facts for the 2, 5 and 10 time table. To solve problems involving multiplication and division</p> <p><b>White Rose Unit</b></p>		
<b>Week 5</b>	<p><b>Maths meetings:</b> Counting in 2s, 5s and 10s. Power Planets Rock It Stars Fact Families</p> <p><b>NC Objectives:</b> To compare and order numbers up to 100 using <math>\leq</math>, <math>\geq</math> and =</p> <p><b>Unit 17 1B Numbers to 100</b> NC: Comparing, order and pattern using <b>greater than/less than symbols.</b></p>	<p><b>Maths meetings:</b> Counting in 1s, 2s, 5s and 10s Power Planets Rock It Stars Arithmetic (+/-) Doubles and Halves</p> <p><b>NC Objectives:</b> To subtract numbers using concrete representations, pictorially and mentally. To solve problems with addition and subtraction</p> <p><b>Unit 17 1B Simple subtraction</b> WTS – Subtract a 2D number and ones and 2D number and tens. EXS- Subtract two 2D numbers (no regrouping) using efficient strategies.</p>	<p><b>Maths meetings:</b> Counting in 2s, 3s, 5s and 10s Power Planets Rock It Stars 3D shape names and properties Partitioning in different ways Arithmetic Telling the time</p> <p><b>NC Objectives:</b> To identify and describe the properties of 3D shapes. To interpret and construct simple pictograms, tally charts, block diagrams and simple tables. To ask and answer simple questions by counting the number of objects in each category and sorting the</p>	<p><b>Maths meetings:</b> Counting in 2s, 3s, 5s and 10s Power Planets Rock It Stars Partitioning in different ways Arithmetic Telling the time Totalling amounts</p> <p><b>NC objectives:</b> To recognise, find, name and write fractions <math>\frac{1}{3}</math>, <math>\frac{1}{4}</math>, <math>\frac{1}{2}</math>, <math>\frac{2}{4}</math> and <math>\frac{3}{4}</math> of a length, shape, set of objects or quantity. To write simple fractions for example, <math>\frac{1}{2}</math> of 6 = 3 and recognise the equivalence of <math>\frac{2}{4}</math> and <math>\frac{1}{2}</math></p>	<p><b>Maths meetings:</b> Counting in 2s, 3s, 5s and 10s Power Planets Rock It Stars Fractions of shape and number Number bonds to 10 and related facts to 20 and 100 Partitioning in different ways Time facts Arithmetic</p> <p><b>NC Objectives: SAT'S week</b></p>	<p><b>Maths meetings:</b> Counting in 2s, 3s, 5s and 10s Power Planets Rock It Stars Arithmetic Telling the time</p> <p><b>NC Objectives:</b> To measure length/ height, mass, capacity, temperature using appropriate units. To compare and order lengths, mass and capacities using the symbols <math>\leq</math>, <math>\geq</math> and =</p>

			categories by quantity. To ask and answer questions about totalling and comparing categorical data.	<b>White Rose Unit</b>  EXS- identify $\frac{1}{3}$ , $\frac{1}{4}$ , $\frac{1}{2}$ , $\frac{2}{4}$ , $\frac{3}{4}$ and know that all parts must be equal parts of the whole.		
<b>Week 6</b>	<p><b>Maths meetings:</b> Counting in 1s, 2s, 5s and 10s Power Planets Rock It Stars Telling the time to the hour and half hour.</p> <p><b>NC Objectives:</b> To identify and describe the properties of 2D shapes. To sort 2D shapes according to the properties they have. To count in steps of 2, 5 and 10.</p> <p><b>Unit 17 1B Numbers to 100</b> WTS Complete number sequences counting in 2s 5s and 10s and use these to solve problems.</p> <p><b>2d Shape Unit from White Rose</b>  WTS- Name triangles, rectangles, squares and circles. EXS- Describe properties of 2D shapes including number of sides and vertices</p> <p><b>2G–1 Use precise language to describe the properties of 2D and 3D shapes, and compare shapes by</b></p>	<p><b>Maths meetings:</b> Counting on and back in 1s or 10s from any number Power Planets Rock It Stars Arithmetic Facts families and related facts within 20 Telling the time</p> <p><b>Unit 17 1B More subtraction</b> Subtracting with regrouping.</p> <p>EXS- Subtract any two 2D numbers using efficient strategies and explaining their method. GDS- Use reasoning about number to solve more complex problems e.g. missing number.</p>	<p><b>Maths meetings:</b> Counting in 1s, 2s, 3s, 5s and 10s Power Planets Rock It Stars Arithmetic Telling the time Making amounts of money 3D shape</p> <p><b>NC Objectives:</b> To measure length/ height, mass, capacity, temperature using appropriate units</p> <p><b>Based on ideas from White Rose</b> EXS- Read scales in divisions of ones, twos, fives and tens. GDS- Read scales in divisions of ones, twos, fives and tens in practical situations where not all numbers are given.</p>	<p><b>Maths meetings:</b> Counting in 2s, 3s, 5s and 10s Power Planets Rock It Stars Partitioning in different ways 2d shape and 3d shape Doubles and halves Arithmetic</p> <p><b>NC objectives:</b> To recognise, find, name and write fractions <math>\frac{1}{3}</math>, <math>\frac{1}{4}</math>, <math>\frac{1}{2}</math>, <math>\frac{2}{4}</math> and <math>\frac{3}{4}</math> of a length, shape, set of objects or quantity. To write simple fractions for example, <math>\frac{1}{2}</math> of 6 = 3 and recognise the equivalence of <math>\frac{2}{4}</math> and <math>\frac{1}{2}</math></p> <p><b>White Rose Unit</b>  EXS- identify <math>\frac{1}{3}</math>, <math>\frac{1}{4}</math>, <math>\frac{1}{2}</math>, <math>\frac{2}{4}</math>, <math>\frac{3}{4}</math> and know that all parts must be equal parts of the whole.</p>	<p><b>Maths Meetings:</b> Counting in 2s, 3s, 5s and 10s Power Planets Rock It Stars Arithmetic Making amounts of money Fact family (x and <math>\div</math>) Partitioning in different ways Telling the time</p> <p>Gap filling and consolidation against the Interim Framework</p>	<p><b>Maths meetings:</b> Counting in 2s, 3s, 5s and 10s Power Planets Rock It Stars Arithmetic Fractions Reading Scales</p> <p><b>NC Objectives:</b> To order and arrange combinations of mathematical objects in patterns and sequences. To 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 anti-clockwise).</p>

	<b>reasoning about similarities and differences in properties.</b>					
<b>Week 7</b>	<p><b>Maths meetings:</b> Counting in 1s, 2s 5s and 10s Power Planets Rock Its Stars Comparing numbers using the symbols for less than and greater than. Telling the time to the hour and half hour.</p> <p><b>NC Objectives:</b> To identify and describe the properties of 2D shape including number of sides and line symmetry.</p> <p><b>2d Shape Unit from White Rose</b></p> <p>Symmetry and shape riddles WTS- Recognising triangles, rectangles, squares and circles from a group of shapes EXS- Describe properties of 2D shapes including -agons. GDS- Describe similarities and differences between 2D shapes</p>	<p><b>Maths meetings:</b> Counting on and back in 1s and 10s from any number Power Planets Rock It Stars Arithmetic</p> <p><b>Facts families and related facts within 20</b></p> <p><b>NC Objectives:</b> To solve problems with addition and subtraction. To add and subtract numbers using concrete representations, pictorially and mentally.</p> <p><b>2AS–2 Recognise the subtraction structure of ‘difference’ and answer questions of the form, “How many more...?”.</b></p>				
<b>Week 8</b>	<p><b>Maths meetings:</b> Counting back in 1s Power Planets Rock It Stars Partitoning</p> <p><b>NC Objectives:</b> To recognise the place value of each digit in a two digit number. To count in steps of 2, 5 and 10.</p>	Gap filling and consolidation				

	<p><b>Unit 17 1B Numbers to 100</b></p> <p>WTS Complete number sequences counting in 2s 5s and 10s and use these to solve problems.</p> <p>EXS- To partition 2D numbers into different combinations of tens and ones.</p>					
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