



The Oaks Primary School
Bringing Learning to Life

Year 2 – Progression & Small Steps

	NC Objectives	Small steps	Fluency	Resources
Autumn 1 Place Value (within 100) Addition & Subtraction (within 100)	<ul style="list-style-type: none"> 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. 	<p><u>Place Value within 100</u></p> <ul style="list-style-type: none"> ➔ Count object to 100 and read and write numbers in numerals and words ➔ Represent numbers to 100 ➔ Tens and ones with a part-part whole model ➔ Tens and ones using addition use a place value chart ➔ Compare objects ➔ Compare numbers ➔ Order objects and numbers ➔ Count in 3's 	2D Shape Time Weight and Volume Fractions Money Position and direction Addition and subtraction Multiplication and division	Numicon Reknreks Tens frames Counters Multi-link Number lines Number lines 100 square Interactive resources WRM Stickers Part part whole -NCETM unit power points -White Rose Maths / premium -Third Space Learning place value games

Autumn 2

Addition & Subtraction (within 100)
Multiplication and division

	NC Objectives	Small steps	Fluency	Resources
	<ul style="list-style-type: none"> • solve problems with addition and subtraction using concrete objects and pictorial representations, including those involving numbers, quantities and measure 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: 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. 	<p><u>Addition and subtraction</u></p> <ul style="list-style-type: none"> ➔ Fact families – addition and subtraction bonds to 20 ➔ Check calculations ➔ Compare number sentences ➔ Related facts ➔ Bonds to 100 (tens) ➔ Add and subtract 1’s ➔ 10 more and 10 less ➔ Add and subtract 10s ➔ Add by making 10 (Y1 Recap) ➔ Add a 2-digit and 1 digit number cross ten ➔ Subtraction crossing 10 (Y1 recap) ➔ Subtract a 1-digit number from a 2 digit number crossing ten ➔ Add two 2 digit numbers – not crossing ten (add ones then tens) ➔ Add two 2 digit numbers – crossing ten – add ones and tens ➔ Subtract a 2 digit number from a 2-digit number - not crossing ten ➔ Subtract a 2 digit number from a 2-digit number –crossing ten (subtract ones and tens) ➔ Bonds to 100 (tens and ones) ➔ Add three 1-digit numbers 	<p>3D Shape Time Length and height Fractions Money Position and direction Addition and subtraction Multiplication and division</p>	<p>NCETM Mastery Documents -NRICH -Isee maths/ reasoning -Master the curriculum -dialy 10 -Topmarks</p> <p>Numicon Reknreks Tens frames Egg boxes Counters Multi-link Number lines 100 square Part-part wholes</p>
<p>S P r</p>	<p>NC Objectives</p>	<p>Small steps</p>	<p>Fluency</p>	<p>Resources</p>

	<ul style="list-style-type: none"> 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 (\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 solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts. 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 	<p><u>Multiplication & Division</u></p> <ul style="list-style-type: none"> → recognise equal groups → make equal groups → add equal groups → multiplication sentences using the X symbol → Multiplication sentences using pictures → Use arrays → 2 times table → 5 times table → 10 times table → Make equal groups – sharing → Make Equal groups – Sharing → Make equal groups – grouping → Divide by 2 → Odd and even numbers → Divide by 5 → Divide by 10 <p><u>Measurement – Money</u></p> <ul style="list-style-type: none"> → Count money – pence → Count money – pounds → Count money -notes and coins → Select money → Make the same amount → Compare money → Find the total → Find the difference → Find change → Two-step problems 	<p>Place value Addition and subtraction Multiplication and division Shape Time Weight and Volume Fractions Position and direction</p>	<p>Numicon Reknreks Tens frames Egg boxes Counters Multi-link Number lines 100 square Part-part wholes Coins Number lines Place value grids</p>
S P I :	NC Objectives	Small steps	Fluency	Resources

<p style="text-align: center; font-size: 2em; font-weight: bold; letter-spacing: 0.5em;">S u m m a r y</p>	<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 • 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. • recognise, find, name and write fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$ and $\frac{3}{4}$ 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 $\frac{1}{2}$ 	<p><u>Geometry: Properties of shape</u></p> <ul 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 ➔ Understand symmetrical and not symmetrical ➔ Vertical Lines of symmetry ➔ Sort 2-D shapes ➔ Make patterns with 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 3-D shapes <p><u>Fractions</u></p> <ul style="list-style-type: none"> ➔ Make equal parts ➔ Recognise a half ➔ Find a half ➔ Recognise a quarter ➔ Find a quarter ➔ Recognise a third ➔ Find a third ➔ Unit fractions ➔ Non-unit fractions ➔ Equivalence of $\frac{1}{2}$ and $\frac{2}{4}$ ➔ Find three quarters ➔ Count in fractions 	<p style="text-align: center;">Place Value Time Length and height Fractions Money Addition and subtraction Multiplication and division</p>	<p>3D / 2D shapes Toothpicks Multi-link Counters Bar models Part part wholes Geo paper</p> <p>Cuisenaire rods / bars / paper strips</p>
	<p style="text-align: center; font-weight: bold; letter-spacing: 0.5em;">S u m m a r y</p>	<p>NC Objectives</p>	<p>Small steps</p>	<p>Fluency</p>

S u m	<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 (°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 = • 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. • 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. 	<p><u>Measurement – Length & height</u></p> <ul style="list-style-type: none"> ➔ Measure length in cm ➔ Measure length in m ➔ Compare lengths ➔ Order lengths ➔ Four operations with lengths <p><u>Measurement – Time</u></p> <ul style="list-style-type: none"> ➔ O'clock and half past ➔ Quarter to and quarter past the hour ➔ Telling the time to 5 minutes ➔ Hours and days – learning that there are 24 hours in each day, 60 minutes in an hour ➔ Find durations of time ➔ Compare durations of time <p><u>Statistics</u></p> <ul style="list-style-type: none"> ➔ Make tally charts ➔ Draw pictograms (1-1) ➔ Interpret pictograms (1-1) ➔ Draw pictograms (2,5,10) ➔ Interpret pictograms (2,5,10) ➔ Block diagrams 	<p>Shape</p> <p>Fractions</p> <p>Length and height</p> <p>Weight and Volume</p> <p>Place Value</p> <p>Addition and subtraction</p> <p>Multiplication and division</p>	<p>Rulers</p> <p>Clocks</p> <p>Draw on clocks</p> <p>Meter sticks</p>
		NC Objectives	Small steps	Fluency

	<ul style="list-style-type: none"> • 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 anti-clockwise). • 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 = 	<p><u>Geometry- position & direction</u></p> <ul style="list-style-type: none"> ➔ Describe movements using left, right, forwards, backwards, upwards, down ➔ Describe turns using full turn, half turn, quarter turn, three-quarter turn, clockwise, anticlockwise ➔ Describe and record movement and turns ➔ Describe and create shape patterns that involve direction and turns <p><u>Measurement: Mass, capacity, temperature</u></p> <ul style="list-style-type: none"> • • Measure mass • Compare mass using < > = • Measure mass in grams • Measure mass in Kilograms • Compare volume using < > • Estimate, measure millilitres • Estimate and measure Litres • Temperature measure using degrees centigrade 	<p>Shape Time Fractions Money Place Value – comparing numbers Addition and subtraction Multiplication and division</p>	<p>Measuring jugs Cylinders Scales Thermometers</p>
--	--	--	--	---