## Year 2 Maths

The table shows the contents of each Group of lessons, mapped to the specification. Some lessons may appear in more than one Group.

| Lesson Group | Specification coverage | Lesson 1 | Lesson 2 | Lesson 3 | Lesson 4 | Lesson 5 | Pre- <br> Test | Post- <br> Test |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| A: Number: <br> Number \& Place <br> Value |  | Count in <br> steps of 2, 3, <br> 5 and 10 | Recognise the place value of each digit in a two-digit number. <br> Read and Write numbers to 100 | Compare and order numbers to 100 | Identify, represent and estimate numbers using different representations, including the number line | Use place value and number facts to solve problems | A | A |
| B: Number: <br> Addition \& Subtraction |  | 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 | Understand and 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 | Solve problems with addition and subtraction | B | B |
| C: Number: <br> Multiplication \& Division |  | Recall and use multiplicatio n and division facts for the 2,5 and 10 | Calculate mathematical statements for multiplication and division within the multiplication tables and write | Understand and show that multiplication of two numbers can be done in any order (commutative) | Solve problems part 1: involving multiplication and division, using materials, arrays, repeated addition, mental | Solve problems part 2: involving multiplication and division, using materials, arrays, repeated addition, mental | C | C |

1

[^0]| Lesson Group | Specification coverage | Lesson 1 | Lesson 2 | Lesson 3 | Lesson 4 | Lesson 5 | PreTest | PostTest |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | multiplicatio <br> n tables, <br> including <br> recognising <br> odd and <br> even <br> numbers | them using the multiplication ( $\times$ ), division ( $\div$ ) and equals (=) signs | and division of one number by another cannot | methods, and multiplication and division facts, including problems in contexts. | methods, and multiplication and division facts, including problems in contexts. |  |  |
| D: Number: Fractions |  | Recognise, and write fractions $1 / 3$, $1 / 4,1 / 2$, and $3 / 4$ of a length, shape, set of objects or quantity | Find and name fractions $1 / 3,1 / 4$, $1 / 2$, and $3 / 4$ of a length, shape, set of objects or quantity | Write simple fractions for example, $1 / 2$ of $6=3$ | Pupils should count in fractions up to 10 , starting from any number and using the $1 / 2$ and $2 / 4$ equivalence on the number line (for example, $11 / 4$, $11 / 2,13 / 4,2$ ). | Solve problems with Fractions | D | D |
| E: Measurement |  | Compare and order lengths, mass, volume/capa city and record the results using $>$, < and = | 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 | 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 | E | E |
| F: Geometry: Properties of Shapes |  | Identify and describe the | Identify and describe the | Identify 2-D shapes on the | Compare and sort common 2-D and | Solve problems involving | F | F |

2

[^1]| Lesson Group | Specification coverage | Lesson 1 | Lesson 2 | Lesson 3 | Lesson 4 | Lesson 5 | Pre- <br> Test | Post- <br> Test |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | properties of 2-D shapes, including the number of sides and line symmetry in a vertical line | properties of 3-D shapes, including the number of edges, vertices and faces | surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid] | 3-D shapes and everyday objects. | properties of Shapes |  |  |
| G: Geometry: Position and Direction \& Statistics |  | Order and arrange combination s of mathematica I 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). | 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. | G | G |


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