



Maths Medium Term

Year: 2

Term: Autumn

Teacher: Mrs Fagg

Week	Topic	Objectives
Week 1	Number and place value to solve problems	<p>Read and write numbers to at least 100 in numerals and in words</p> <p>Read and write numbers to at least 50 in numerals and in words.</p> <p>To understand place value in 2 digit numbers.</p> <p>To understand place value in 2 digit numbers and partition 2 digit numbers.</p> <p>To compare numbers using the terms more /less as well as using $<$, $>$ and $=$ signs.</p>
Week 2	Addition to solve problems	<p>To know addition and subtraction facts up to 10.</p> <p>To use understanding of place value to total amounts of coins.</p> <p>Estimate answers to calculations</p> <p>Add a two-digit number and ones numbers using concrete objects and pictorial representations <i>(including crossing the tens boundary)</i></p> <p>Subtract ones from a two-digit number numbers using concrete objects and pictorial representations <i>(including crossing the tens boundary)</i></p> <p>Add three one-digit numbers mentally or by using object or pictures <i>(including crossing the tens boundary)</i></p> <p>Use inverse to check the answers to calculations</p> <p>Solve problems involving addition</p>
WEEK 3	Subtraction to solve problems	<p>Revise addition and subtraction pairs for 10</p> <p>Revise addition and subtraction pairs for all numbers to 10</p> <p><i>Ensure range of questions that require either take away or difference</i></p> <p>Find the difference between 2 numbers by counting up</p> <p><i>Ensure children think – can I do it in my head, with some jottings or by using an expanded written method</i></p> <p>Estimate answers to calculations</p>

		<p>Subtract ones from a two-digit number numbers using concrete objects and pictorial representations (<i>including crossing the tens boundary</i>)</p> <p>Use inverse to check the answers to calculations</p> <p>Solve problems involving subtraction</p>
Week 4	Measures– Money to solve problems	<p>Recognise coinage 1p, 2p, 5p, 20p and 50p</p> <p>Recognise and use symbol p for pence</p> <p>Find combinations of coins to make a value within 20p</p> <p>Find different combinations of coins to make 20p</p> <p>Estimate answers to calculations</p> <p>Add three one-digit numbers mentally or by using object or pictures (<i>including crossing the tens boundary</i>)</p> <p>Add a two-digit number and ones numbers of pence using coinage and/or pictorial representations (<i>including crossing the tens boundary</i>)</p> <p>Add three one-digit amounts of money mentally or by using coinage or pictures (<i>including crossing the tens boundary</i>)</p> <p>Subtract ones from a two-digit number of pence using coinage and/or pictorial representations (<i>including crossing the tens boundary</i>)</p> <p>Use inverse to check the answer to calculations</p> <p>Solve simple problems in a practical context involving addition and subtraction of money</p>
Week 5	Measures–length and height to solve problems	<p><i>Work practically with length</i></p> <p><i>Understand how to use and read a ruler or tape measure to measure length/height accurately</i></p> <p>Estimate and measure using standard units i.e. cm and m using rulers <i>or tapes</i></p> <p>Compare and order lengths or heights and record the results using $>$, $<$ and $=$</p> <p>Solve problems involving length/height</p>
Week 6	Fractions to solve problems	<p>Count in halves to 10</p> <p>Recognise and practically find and name $\frac{1}{2}$ of a length, shape, number or quantity</p> <p>Recognise and practically find and name $\frac{1}{4}$ of a length, shape, number or quantity</p>

		<p>Recognise and practically find and name $\frac{3}{4}$ of a length, shape, number or quantity <i>Begin to understand the terms numerator and denominator.</i> <i>Understand that the larger the denominator is the more pieces it is split into and therefore the smaller each part will be.</i> Solve problems involving simple fractions</p>
Week 7	Multiplication to solve problems	<p><i>Make arrays or patterns to show “groups of “such as 2 lots of 3 and count in groups (multiples) not ones</i> Recall the multiplication and division facts for 2 and 10 x tables <i>Understand multiplication as repeated addition using manipulatives.</i> Calculate multiplication number sentences for 2x and 10x (<i>using repeated addition</i>) using manipulatives Record multiplication number sentences for 2x and 10x tables using x and = Use inverse to check the answer to calculations Solve one-step problems involving multiplication by calculating the answer using concrete objects, pictorial representations and arrays</p>
Weeks 8	Division to solve problems	<p><i>Understand division as sharing and grouping.</i> Record division number sentences for 2x and 10x tables using \div and = Use inverse to check the answer to calculations Solve one-step problems involving division by calculating the answer using concrete objects and pictorial representations.</p>
Week 9	Shape to solve problems	<p>To know the mathematical names for 2D shapes. To identify the properties of 2D shapes. To order 2D shapes in patterns/sequences. Solve problems involving 2D shapes</p>
Week 10	Shape to solve problems	<p>Revise basic 3D shapes Introduce cuboids, prisms and cones Compare and sort shapes and everyday objects i.e. boxes Order 3D shapes into patterns and/or sequences Identify and describe the properties of 3D shapes – edges, vertices and faces Identify 2-D shapes on the surface of 3-D shapes, Solve problems involving 3D shapes</p>

Week 11	Statistics to solve problems	<p>Construct simple pictograms, tally charts, diagrams and tables 1:1</p> <p>Answer simple questions involving totalling and comparing</p> <p>Solve problems involving statistics</p>
Week 12	Time to solve problems	<p>Compare and sequence times</p> <p>Tell the time –o'clock, half past, quarter to and quarter past</p> <p>Draw hands on a clock face to show o'clock, half past, quarter to and quarter past</p> <p>Begin to know the number of minutes in an hour and the number of hours in a day.</p>
Week 13	ASSESSMENT	<p>To recognise analogue time (o'clock and half past).</p> <p>To sort shapes into given criteria.</p> <p>To recall multiplication facts.</p> <p>To be able to recognise the x sign.</p>