Maths Medium Term Planning – Year 2 – Summer 1

	Year 2 – Summer 1							
	Number and Place Value							
	Learning Intention	Implementation	Impact					
	To be able to count in	As part of mental maths the children will count forward/backwards in	The children will be able to count to and					
	steps of 1s to 100	1s from/to 100 around the class.	backwards from 100 starting at any					
	forwards and backwards.		number.					
	To be able to count in	The children will in their mental maths practise counting up and back	Children can recognise the pattern for					
	steps of 2 from any	in 2s from any number up to 100.	counting in 2s and understand what odd					
	number, forward or		and even numbers are.					
	backward.							
r 1	To count in steps of 5	As part of their mental maths the children will practise counting in 5s	Children can recognise the pattern for					
	from any number,	forwards and backwards from 100.	counting in 5s e.g. numbers ending in 0, 5,					
Je	forward or backward.	Children stand in a circle outside and throw a ball to another person	0. They can say the next number in a					
		in the circle and count up in 5s. Then work in pairs. If they drop the	sequence.					
		ball they have to go back to the start. You can make this a						
SL		competition by setting a time limit and seeing which pair get to the						
		nignest multiple. With children that are struggling throw the ball						
	To count in steps of 3	As part of mental maths the children will count forward backwards in	The children will be able to count to and					
	from 0 and any number	steps of 3.	backwards in 3s.					
	forwards and backwards.	Children stand in a circle outside and throw a ball to another person						
		in the circle and count up in 3s. Then work in pairs. If they drop the						
		ball they have to go back to the start. You can make this a						
		competition by setting a time limit and seeing which pair get to the						
		round a circle and give more support						

To be able to come up with questions when given a number.	As part of mental maths the children will be given the number 68. What is the question? Repeat again with number 57.	The children will be able to use their number facts to come up with questions.
To compare and order numbers from 0 to 100; use <, > and = signs.	As part of mental maths – Greater than, less than numbers. 27, 46, 42, 25, 65, 37. Extension – 7 + 8, 8 + 7, 3 + 6, 2 + 7.	
To double and halve numbers up to 20.	 Play Dotty dice – take turns to throw the dice. You can half or double the number you roll. Draw the number of dots in the square. Put all your dots in one of the boxes. You can't split them up and you can't have more than six dots in a box. When a box is full you could put a tick in the corner. Keep going until there are three ticks in a row or column or diagonal. The winner is the person who puts down the last tick. Extension: Could they come up with their own rules e.g. each box can have 12 dots in and they can times the number by 3. 	The children will understand doubling numbers as the same number again doubled and halving as splitting a quantity into two equal pieces.
To recognise numbers to 100 and use my number knowledge to solve problems.	One of thirty-six. Children will have a number grid made up of 36 numbers. They have to use the clues written underneath to work out which number is going to be left. Some of the questions are 'nonsense questions', they make sense but they aren't very useful. Once children have worked it out they will need to write in as much detail as possible using sentence starts which will be on the board. They must include which questions they looked at first and why and go through their working out and eventually how they got the answer. Children have cards from 0-9. They have to make two digit numbers which meet the criteria e.g. largest even number. Once they have answered all the questions can they try again but make it an even better fit? Keep playing around and find the best fit. Extension:	The children will recognise all numbers up to 100 and they will use their number facts and their knowledge of multiples of 2s, 3s, 5s and 10s to solve problems.
	Children must prove that they have found the best fit using the	

	sentence starts. Children must try to justify and convince the reader	
	they have found the best fit.	
Addition & Subtraction		
Learning intention	Implementation	Impact
To recall and use addition	Twice weekly the children will answer addition/subtraction number	The children will know all their addition
and subtraction facts to	bond questions to 7/8, 10, 12 or 15. Each child tries to beat their	and subtraction number bonds to 20
20 fluently.	score from last time.	fluently.
	Flash number partners to 20 as part of mental maths.	
	How do you relate the number bonds to 10 to number bonds to 20?	
To be able to add and	As part of mental maths sessions – flash a one-digit number to	
take away 10 to a one or	children, what do I add to make 10? Repeat with the same number,	The children will know that when you add
two digit number	what do I add to make 20? Show a 2 digit number. What do I take	10 to a number the tens column increases
mentally.	away to make 10?	by one ten and the ones column stays the
		same. If they subtract 10 to a number the
		tens column decreases by one ten and the
		ones column stays the same.
o be able to add and	As part of mental maths the children will use flip books to add 11 to a	
ake away 11 to a	number. What is the pattern? How do we do it? Try taking away 10.	The children will know how to partition a
number.		number into tens and ones and then add it
		mentally to another number.
To be able to solve	Recap how to work out missing numbers. Emphasise that addition is	
addition missing number	commutative and subtraction is not. This means that when answering	The children will know how to use an
problems using an	addition questions it doesn't matter where the missing number is and	unstructured number line to solve missing
unstructured number	you work it out the same way.	number addition problems.
line.	e.g. $17 + \square = 29$ or $\square + 12 = 29$. You count from one number to	
	another.	
	Explain to children that with subtraction you either takeaway if the	
To be able to solve	second number is missing, however if the first number is missing, you	The children will know how to use an
subtraction missing	have to add the second number and answer together.	unstructured number line to solve
number using an	e.g. 32 - 🔲 = 17 or 🛄 - 15 = 17.	subtraction missing number problems.

unstructured number					
line.	17	22		32	
To be able to add and subtract numbers using concrete objects, pictorial representations and	The children questions e.g The children operations. unstructured encouraged t include Bridg going past 10	will move ont g. 15 +? = 20, 1 will be given a They can decid I number lines to use the mos to use the mos to use the mos to use the mos to use the mos	o completing mi .2 +? = 20, 16 +? a variety of quest de how to answe , cups or mental st efficient meth O's, adding three =.	xed missing number = 20, 20 – 6 =? 20 – 1 =? tions with mixed er the questions including ly. They need to be od possible. This will e numbers together and	The children will know how to answer addition and subtraction questions using the most efficient method.
mentally.	The children will have examples of various word problems on the				The children will understand the
To solve problems with addition and subtraction using concrete objects and pictorial representations.	them. Childr asking them use. On the l problems and Children to a Go over any to over correcti continue to a harder – even complex 1 ar	to do and white to do and white board allow ch d then as a cla nswer question misconception ons and notice answer word p ntually going co and 2 step prob	these and discuss us on exactly wh ch operation/s the hildren to independent ss go over how the ss go over how the ss. The children the where they we problems which we ponto 2 step word lems.	at it is the question is hey are going to need to endently go through word they worked it out. s. should take time to go ent wrong. The children will will progressively get I problems and more	whether to add or subtract and know how to solve them.
	As part of me sentences?	ental maths –	Use Cuisenaire.	What are the four number	The children will be able to generate two addition and two subtraction sentences
To be able to derive		37			correctly.
addition and subtraction	19		18		
sentences using					
Cuisenaire.					

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	As part of mental maths session – give the children a number to add 1 and then 2 to, tell their partner.	The children will be able to add 1 and 2 to a number.
To be able to add 1 and 2		
to a number.	Children will have a pyramid with a number in the middle. They have	The children will be able to add 1 and 2
	to make each side of the pyramid add up to the number in the middle	digit numbers and identify a pattern in
To be able to add and	using 6 different numbers between 1-6. Children will work in pairs to	their pyramids.
subtract one and two	do this. Once completed children will choose a larger number to put	
digit numbers and look	in their pyramid and using the same numbers. Keep repeating using	
for patterns.	the same numbers. Do they notice any patterns?	
To be able to use addition to solve problems.	The tall tower – The children can work in pairs or on their own. They have been imprisoned at the top of a tall tower by the wicked magician. They can get out by climbing down the ladders. In each room there is a different spell that is worth a different amount. They cannot go in the same room twice or climb up the ladders, only climb down. The children then have to work out which way they should go to collect the most spells, which way to collect as few as possible and which way to collect exactly 35 spells. Extension: Children can have empty templates of the tall tower to write their own numbers and come up with their own questions (e.g. which ways can they go so they will have an even number of spells).	The children will be able to add 1 and 2 digit numbers to solve problems.
Multiplication and	which ways can they go so they will have an even humber of spensy.	
Division		
To recall and use	During their mental maths session the children will be asked to recall	The children will be able to recall their 2xs,
multiplication and	their 2x, 5x and 10x tables and random questions 3 x 5.	5x and 10x table in any order.
division facts for the 2, 5		
and 10 multiplication	Twice weekly the children will answer 60/80 questions on 10x or 2x	
tables.	tables in 3 minutes. If finished, answer mixed 10x and 2x table	
	questions. Each child will try to beat their score from last time.	
	True or false if I divide any number by 10 the answer will always be 1 digit?	

	As part of mental maths look at 5 and 10 x tables. What do you notice? 5x1=, 5x2=, 5x3=, 10x1=, 10x2=, 10x3=.	
To calculate mathematical statements for multiplication and division and write them using the multiplication (x), division (÷) and equals (=) signs.	The children will be given a variety of questions with mixed operations. They can decide how to answer the questions including arrays, cups or mentally. They need to be encouraged to use the most efficient method possible. E.g. 3 x 10 should be done mentally 6 x 7 should use cups/arrays. Ask children to explain their thinking as to why they answered particular questions in that way. Did they estimate the answer before they worked it out? Did they know they could apply their existing number facts? Record any of these ideas.	The children will be able to answer multiplication and division questions using the most efficient method.
	As part of mental maths – True or false? $5 \times 6 = 6 \times 5$, $5 \times 6 = 10 \times 3$, $5 \times 6 = 3 \times 10$. What do you notice?	
To solve problems involving multiplication and division.	x 6 = 3 x 10. What do you notice? The children will have examples of various word problems on the board. As a class go over these and discuss the best way to answer them. Children should focus on exactly what it is the question is asking them to do and which operation/s they are going to need to use. On the board allow children to independently go through word problems and then as a class go over how they worked it out. Children to answer questions in their books. Go over any misconceptions. The children should take time to go over corrections and notice where they went wrong. The children will continue to answer word problems which will progressively get harder – eventually going onto 2 step word problems.	The children will understand the vocabulary in a question which tells them whether to multiply or divide and know how to solve them.

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Fractions		
Recognise and find 1/2,	Find $\frac{1}{2}$, $\frac{1}{4}$, and $\frac{3}{4}$ of a shape. Draw a circle, cut it into fractions and	The children will understand that when
3/4, and ¼ of a shape.	explain its one circle cut intopieces. Shade the area. Repeat with a	you divide into ½ you split into two equal
	shape broken into 8, 10 and 12. What is $\frac{1}{2}$ of it? $\frac{1}{2}$?	pieces and when you divide into 1/4s you
		split into 4 equal pieces.
	what does 1/2 mean? Prove it.	fractions add up to make a whole one.
To be able to find a	Fraction work – Find $\frac{1}{2}$, $\frac{1}{4}$, $\frac{3}{4}$ of a number mentally – 12, 16, 20, 4.	
fraction of a number.	······································	
	Plot fractions along a line. Which is the smallest fraction? The largest	
	fraction? 1/2, 1/4, 1/3, 2/4, 3/4, 2/3.	
Measurement		
Learning Intention	Implementation	Impact
To be able to tell the time	As part of mental maths the children will look at times with quarter	The children will be able to tell the time to
to the nearest ¼ hour	hour intervals. What is the time in an hour? What is the time in half	quarter hour intervals and say what half
intervals. To be able to	an hour? GD – use 10 min intervals.	hour/one hour later is.
say half hour/one hour		
later.		
To be able to recognise	Holly uses a £1 coin to buy a packet of crisps. She was given 57p	The children will recognise different coins.
and use symbols for	change. How much did the pack of stickers cost? Use number line.	They will use their knowledge of number
pounds (£) and pence (p);		bonds to add different amounts of coins
combine amounts to	Look at these coins 50p, 10p, 10p, 5p, 5p. How could you make up the	together. They will be able to use a
make a particular value.	same total amount using just one type of coin? E.g. 20p + 20p + 20p +	number line to find the change.
To use a number line to	20p.	
find change.		
	What coins could you use to make 35p change?	

Geometry: Properties of		
Shapes		
Learning intention	Implementation	Impact
To identify and describe	As part of mental maths the children will play guess my shape. What	The children can recognise a 2D or 3D
the properties of 2D	am I? I am 3D. What possibilities are there? Give a second clue.	shape by their properties.
shapes, including the	How many possibilities are there now? What question could they ask	
number of sides and line	you to tell them what your shape is?	
symmetry in a vertical		
line. To identify and	Flash regular and irregular 2D shapes. What are they?	
describe the properties of		
3D shapes including the	What's the same, what's different? Pick cylinder, cone and cuboid	
number of edges, vertices	out of the bag. Do they all have straight edges and flat faces? What is	
and faces.	the same about them? What is different?	
I can identify 2D shapes	The children will go on a shape walk around the playground. What	The children will be able to apply their
on 3D shapes.	can you see? What 2D shapes can you see on 3D shapes?	knowledge of 2D shapes to spot them in
		3D shapes.
I can identify lines of	Show children power point of lines of symmetry. Discuss what	
symmetry.	symmetry means. The children will have 2D shapes that they can fold	The children will understand what
	and draw at least one line of symmetry on. GD – to draw two lines of	symmetry is and be able to work in a
	symmetry. Extension: Children will draw a repeating pattern coming	pattern systematically.
	out from the middle of a square e.g.	
	How many I different symmetrical patterns can you make by	
	colouring 6 squares in a line? Only use 3 different colours.	

I can solve problems and talk about what symmetry is.	The children will have a paper Easter egg where one side of the egg has a pattern on it. Children will then have to draw and colour a symmetrical pattern.	The children will be able to continue a pattern based on a line of symmetry.
Geometry: Position and Direction.		
To use mathematical vocabulary to describe position, including movement in a straight line and distinguishing between rotation as a turn in terms of right angles for quarter, half and three-quarter turns (clockwise and anti- clockwise).	The children will go outside and as a whole class they will act as a robot with the teacher telling them where they want them to move. Instructions such as: 'make a ½ turn clockwise.' Ensure they have a secure knowledge of clockwise and anti-clockwise. Discuss how far they would move in a circle if they were asked to move 1/4, ½, or ¾ turns. Once the children are secure with this let them give each other the correct terminology. Recap ¼, ½, ¾ turns. Using Beebots and Beebot mats, children will direct their Beebots to different objects on the mats. Once children have had a go at moving the Beebot around they will fill out an activity sheet about position and direction. Children will have a sheet with a grid on. On the sheet there will be pictures which they have to direct themselves around the mat to the objects. This will then be written down and explained on their sheet	The children will understand the terminology ¼, ½ and ¾ turns. They will also understand which way to turn for clockwise and anti-clockwise.
Statistics		
Learning Intention	Implementation	Impact
To interpret and answer questions on block diagrams.	The children will answer questions about a graph looking at the differences between questions carefully (reasoning paper 2).	The children will know how to interpret data on a bar graph and answer questions about it. They will understand mathematical vocabulary such most and least popular. The difference between.
	Independence Resilience Respect Team-work Creativity	Aspirational.

Mastering Number	Subitising	Cardinality, ordinality and counting	Composition	Comparison	Addition and subtraction/ Number facts
	 Revisit previous activities which develop their subitising skills. 	 Review the linear number system to 100, applying their knowledge of midpoints to place numbers on a structured number line – they will identify the multiples of 10 that come before and after a given number. 	 Revisit previous activities which develop their understanding of the composition of numbers within 10 and 20. 	 Reason about equalities and inequalities using equations and answering questions, such as: True or false? 5 + 3 = 6 + 2 9 + 4 > 9 + 5 9 + 6 < 10 + 5 This will help them become fluent in the use of the inequality symbol as well as practising their number bond knowledge. 	 Become fluent in a range of strategies involving calculations within 20, using 'make 10' strategies to add, and subtracting through the tens boundary Practise recalling number bonds through a range of activities and games which will encourage them to reason about sums and differences.