

The vision for Mathematics at Brixworth Primary School

We, at Brixworth Primary School, envisage that every learner who leaves our school will have the three Maths concepts embedded in them as a learner:

Number Facts and knowledge

This concept involves having a clear understanding of a range of number facts including counting, number bonds, place value, times table and division facts and understanding shape and position.

Working with Number

This concept involves being able to manipulate numbers, comparing, measuring, using data and being able to carry out calculations.

Problem solving and Reasoning

This concept involves children understanding how to use their mathematical knowledge to solve problems and to be able to justify their answer.

Year 2

YEAR 2	Autumn Term 1	Autumn Term 2	Spring Term 3	Spring Term 4	Summer Term 5	Summer Term 6
Number and Place Value	<p>I can partition two digit numbers into Tens and Ones</p> <p>I can recall number bonds to 10 and 20</p> <p>I can count in tens from any number forward and backward</p> <p>I can count in steps of 2,3 and 5 from 0</p>	<p>I can identify numbers up to 100 on a square grid</p> <p>I can use my number bonds to 20 to investigate numbers within a 100 square grid</p> <p>I can compare and order numbers from 0 up to 100</p> <p>I can use $<$, $>$ and $=$</p>	<p>I understand the place value positions (partitioning) of 3 digit numbers.</p> <p>I can use my knowledge of place value to estimate amounts and solve problems</p> <p>I can identify, represent and estimate numbers in different representations, including the number line.</p>	<p>I can compare and order numbers /lengths for numbers up to 3 digits</p> <p>I can read and write numbers to at least 100 in numerals and words</p>	I can identify and use number bonds to 100 to support mental and written calculations and to solve problems	I can use number bonds to 100 to support maths investigations and problem solving
Addition and Subtraction	I can + two and three 1 digit numbers	I can + and – 2 digit numbers and 1 digit numbers	I can + and – 2 and 3 digit numbers and use	I can + and – 2 and 3 digit numbers	I can use concrete objects and pictorial representations to	I can use concrete objects and pictorial representations to solve

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	<p>I can use the commutative nature of adding 2 or 3 numbers</p> <p>I can recall number facts to 20 fluently and derive and use related facts up to 100</p> <p>I can solve problems involving + and -</p>	<p>I can + and – two 2 digit numbers and use this to solve problems</p> <p>I can count on and back in multiples of 10 and 2.</p> <p>I can count on and back in multiples of 5</p> <p>I can use concrete objects and pictorial representations to solve simple problems</p>	<p>this to solve problems</p> <p>I can count on and back in multiples of 5</p> <p>I know the relationship between addition and subtraction and use this to check calculations and solve missing number problems</p> <p>I can solve problems involving + and -</p>	<p>and solve missing number problems</p> <p>I can count on and back in multiples of 2, 5 and 10</p> <p>I can count on in 3s</p>	<p>solve simple problems, including those involving quantities and measure</p> <p>I can count on and back in multiples of 3</p>	<p>simple problems, including those involving quantities and measure</p> <p>I can know the division facts of the 2,5 and 10 times tables</p>
Multiplication and Division	I know the 10 times tables facts	I know the 10 & 2 times tables facts and use these to support my	I know the 5 times tables facts	I know the 2, 5 and 10 timestable	I am developing my knowledge of the 3 times tables facts	I can solve problems using x and ÷ within a context

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	I can recognise odd and even numbers	calculations in solving problems I can solve problems using \times and \div using concrete materials and arrays	I can calculate mathematical statements for \times , \div and = I can solve problems using \times and \div using materials and arrays	I know \times of 2 numbers can be done in any order and \div cannot be I can solve problems using \times and \div using materials and arrays	I can solve problems using \times and \div within a context	I can use my knowledge of \times and \div facts (2, 5, 10 and 3) to find unknown \times facts
Fractions	I can recognise, name and write $\frac{1}{2}$, $\frac{1}{4}$, $\frac{3}{4}$ and $\frac{2}{4}$ of shapes and sets of objects I can calculate $\frac{1}{2}$, $\frac{1}{4}$ of a shape and quantity	I can calculate $\frac{1}{3}$ and $\frac{2}{4}$ of a shape and quantity I can apply my knowledge of fractions to problems	I can find $\frac{1}{2}$, $\frac{1}{4}$, $\frac{3}{4}$ and a $\frac{1}{3}$ of a shape, set of objects or length I can write simple fractions e.g. $\frac{1}{2}$ of 6 is 3	I understand equivalence between fractions ($\frac{1}{2}$ and $\frac{2}{4}$) I can calculate fractions of a number	I can apply my knowledge of fractions to problems	I can apply my knowledge of fractions to problems

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Measurement	<p>I can make a set amount of money using different groups of coins and recognise and use £ and p.</p> <p>I can compare and order lengths, mass, volume using < , > and =</p>	<p>I can read and record time within a day (o'clock, $\frac{1}{2}$ past and $\frac{1}{4}$ past)</p> <p>I can solve time problems using my knowledge of $\frac{1}{2}$ past, $\frac{1}{4}$ past and $\frac{1}{4}$ to the hour</p> <p>I can use coins to find the sum of and difference between amounts of money and use this to solve problems</p>	<p>I can read and discuss time to the nearest 15 minutes (5 minutes for GD)</p> <p>I can compare and sequence intervals of time</p> <p>I know and use standard measures of length and height</p>	<p>I can solve time problems using my knowledge of $\frac{1}{2}$ past, $\frac{1}{4}$ past and $\frac{1}{4}$ to the hour</p> <p>I can use standard units of measurement to read and record temperature</p>	<p>I can use standard units of measurement to record mass and capacity.</p> <p>I can solve simple money problems using my knowledge of coin notation, including giving change</p> <p>I can read time to the nearest 5 minutes</p>	<p>I can solve an array of problems using units of measurement based on time, mass, capacity and temperature.</p>
Geometry	<p>I can identify and describe 2D shapes and their properties, including the number of sides</p>	<p>I can name 3D shapes and identify the 2D shapes that they are composed of</p>	<p>I know and can describe the properties of 2D and 3D shapes.</p>	<p>I order and arrange combinations of mathematical objects in patterns and sequences</p>	<p>I can sort an array of shapes using a variety of variables e.g. lines of symmetry, edges, sides, vertices.</p>	<p>I can use my knowledge of shape properties to solve problems based on real life</p>

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	<p>and lines of symmetry.</p> <p>I can use language to describe position and movement</p>	<p>I can describe 3D shapes in terms of the numbers of vertices, edges and faces.</p> <p>I can describe movement in terms of right angles for a quarter turn, half and $\frac{3}{4}$ turn</p>	<p>I can sort shapes by their properties</p>			
Statistics	<p>I can collect and record data in a tally chart</p> <p>I can use pictograms to represent information</p>	<p>I can collect and record data in a tally chart</p> <p>I can answer questions about data in tables, graphs and pictograms to sort data and make comparisons</p>	<p>I can collect and record data in bar graphs</p>	<p>I can interpret data within tables and graphs and make simple comparisons</p>	<p>I can answer questions about data in tables, graphs and pictograms to sort data and make comparisons</p>	<p>I can answer questions about data in tables, graphs and pictograms to sort data and make comparisons</p>