



## Year 2 Autumn Term Curriculum Coverage and Sequence of Lessons

**(Reasoning and Problem Solving is linked to all objectives and will be incorporated within daily lessons)**

Year 2	Term 1					
Week 1: Place Value	Week 2: Place Value	Week 3: Place Value	Week 4: Place Value	Week 5: Place Value	Week 6: Addition/Subtraction	Week 7: Addition/Subtraction
-Read and write numbers to at least 100 in numerals and in words -Identify, represent and estimate numbers using different representations	-Recognise the place value of each digit in a 2-digit number (tens, ones) -Flexibly partition 2 digit numbers	-Identify, represent and estimate numbers using different representations, including the number line	-Compare and order numbers from 0 up to 100; use <, > and = signs	-Count in steps of 2, 3 and 5 from 0, and in 10s from any number, forward and backward	-Represent and use number bonds and related subtraction facts within 20 (Y1) -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 2-digit number and 1s and adding three 1-digit numbers
Year 2	Term 2					
Week 1: Addition/Subtraction	Week 2: Addition/Subtraction	Week 3: Addition/Subtraction	Week 4: Shape	Week 5: Assessments	Week 6: Shape	Week 7: Shape
-Add and subtract numbers using concrete objects, pictorial representations, and mentally, including: a 2-digit number and 10s -Introduce adding two 2 digit numbers	-Add and subtract numbers using concrete objects, pictorial representations, and mentally, including: two 2 digit numbers	-Solve addition and subtraction problems -Solve missing number problems	-Identify and describe the properties of 2D shapes, including the number of sides and line symmetry in a vertical line	Autumn Term Assessment Papers  Assess against Teacher Assessment Statements	-Identify and describe the properties of 3D shapes, including the number of edges, vertices and faces	-Identify 2D shapes on the surface of 3D 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