

Sapphire Year 2	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
Autumn first half	Ordering numbers to a 100 and place value. Say a number between neighbouring multiples of 10. Count in 10s from a single digit number. Partition 2 digit numbers into Tens and Units.	Number facts to 20. Use equal sign to represent equality. Understand how to solve the inverse and the shape represents a number (missing numbers). Partition 10 and 20 into pairs and write related addition and subtraction facts. Add and subtract 10 from 2 digit numbers by counting in 10s. Adding 10 with money.	Money and Time Recognise all coins and add the value of 2 coins. Use ordered lists to find all possibilities. Find change from 20p. read the time to a quarter of an hour on analogue clocks	Length, Position and Direction Use a uniform unit to measure length. Measure length to the nearest cm. Estimate the length of objects. Following and giving instructions regarding position (left, right). To recognise whole, half and quarter turns.	Money and addition and subtraction Use pairs to 10 to find what needs to be added to a number to make the next multiple of 10. Solve and write simple number stories involving money. Add/subtract 10, 11 and 20 in the context of money.	Counting in 2s and 10s and fractions Describe and continue patterns. Count in 2s and 10s and recognise the multiples. Understand multiplication as repeated addition. Recognise odd/even numbers to at least 20. Find halves and quarters of shapes and recognise shapes that are divided into halves and quarters. Colour in one quarter or three quarters of shapes.	Assessment and review week.
Autumn second half	Doubling, Halving, addition and subtraction. Find doubles up to double 20. Investigate which numbers to 30 can be halved and these are even numbers. Halve even numbers and write corresponding double. Add/subtract 10, 20, 11 and 21 to 2 digit numbers.	2D shape and data Recognise pentagons, hexagons and octagons including irregular. Recognise and draw these shapes and describe their properties. Visualise, make, recognise and describe 2D shapes. Sort objects in Venn diagram. Sort 2D shapes into a Carroll diagram.	Addition and subtraction Recognise the use of a symbol to represent an unknown. Recognise the inverse relation between addition and subtraction. Add and subtract single digit numbers from 2 digit numbers using number bonds and place value rather than counting on in 1s.	Addition and Subtraction Add and subtract 20, 30, 40 and 50 using a 100 square. Add 11 and 12 to 2 digit numbers using a hundred square. Locate 4 digit numbers between multiples of a 1000 on a number line.	Addition Add near multiples of 10 by adding 10 and subtracting 1. Add a 2 digit number ending in 1, 2 and 3 by adding the tens and then the units. Choosing appropriate ways to add numbers.	Investigation problem solving week	Assessment and review week.
Spring first half	Number and place value Compare numbers using more than and less than symbols. Identify properties of number and use this to sort them. Use ordinal numbers up to tenth and beyond. Solve problem solving using ordinal numbers. Rounding 2 digit numbers to the nearest 10.	Addition and subtraction Using number facts to add and subtract. To use place value to add and subtract.	Addition and subtraction and problem solving To add and subtract two 2 digit numbers using the 100 square. To recognise problem solving vocabulary and solve simple word problems.	Measures To know that weight can be measured in kilograms and grams. Measure weights to the nearest 100g. Compare objects in terms of lighter and heavier. Telling the time to the quarters. Have an idea of the length of 15, 30 and 60 seconds. Time events in minutes.	Multiplication and division Count in 2s, 5s and 10s. Recognise multiples of these numbers. Understand multiplication as repeated addition. Use arrays for multiplication and division sentences. Understand grouping and lots of.	Assessment and Review	
Spring second half	Number and fractions Make comparisons about 2 digit numbers. Describe properties of number. Locate numbers on a number or 100square. Round numbers to the nearest 10. Find halve, third and a quarter of numbers by sharing between groups. Begin to use number facts to find fractions.	Addition and subtraction Add and subtract 2 digit numbers crossing the tens barrier. Find change from 50p using pairs of 10s. Find change.	Measures and data Estimate and measure capacity and cup fills. Begin to have a sense of a litre. Compare between other amounts. Estimate which containers hold more or less than a litre. Draw and interpret block graphs and pictograms.	Multiplication and division Work out multiplication and division by making groups of or lots. Draw arrays and create multiplication and division problems. Understand the inverse between \times and \div	Addition and subtraction Add 5 small numbers spotting pairs to 10 or doubles. Work out addition using different methods. Decide whether a word problem requires addition or subtraction and solve.	Mental addition, subtraction and money Subtract 2 digit numbers by using appropriate mental and written strategies. Recognise coins. Use coins to make 2 digit amounts. Add 2 digit amounts by using partitioning.	Assessment and review
Summer first half	Ordering numbers to 200. Place value of 3 digit numbers. To mark 2 digit numbers on a n empty number line or square. Recite numbers 100 to 200. Partition 3 digit numbers.	Number facts, addition and subtraction Find all pairs with a total of 20 and write addition and subtraction facts. To use the equals sign. To know pairs of multiples of 10 that add up to 1000. Add and subtract 19 and 21 from any number.	Addition, subtraction and time Add and subtract 2 digit numbers by counting on in tens and the units. To tell the time to quarter of an hour.	Time and handling data Order times to the quarter hour. Read the time to quarter of an hour on digital clocks. Answer a question by collecting and recording data showing it in a block graph and a pictogram.	Money and money Investigations Recognise all coins and use the £ and p symbols. Work out what coins and notes can be used to pay an amount up to £10. Write an ordered list to find all possibilities and find change from £1	Counting in 3s and 4s and difference Count in 3s count in 4s. Use counting up to subtract 2 digit numbers from either side of a multiple of 10.	Assessment and Review
Summer second half	2D Shape Describe 2D shapes referring to their properties. Deciding whether it would be more effective counting back or counting up.	2D shape and direction Recognise whole, half and quarter turns, clockwise and anti-clockwise. Recognise a right angle is a quarter turn. Sort shapes using criteria into a Carroll diagram.	Addition and Time Double 2 digit numbers using partitioning. Ass pairs of 2 digit numbers by partitioning. Use units of time and know the relationship between them. Find time intervals of half an hour and an hour.	Capacity, multiplication and division Estimate and measure capacity in cup fulls. Have a sense of what a litre is. Estimate which containers hold more or less than a litre. Work out multiplication and division facts for 3 and 4 timestables. Understand grouping for division. Understand division can leave some left over.	Problem solving and 3D shape To solve word problems with times and divide. To understand general statements about properties of number and sort numbers. Visualise and describe common 3D shapes and sort them according to their faces.	Assessment and review6	