



Churchfields Infants' School: Year Two curriculum information

Autumn Term 2: 'Once Upon a Time...'

MATHS



Outlined below is a summary of the skills children will work on during their half term in Year Two. Children take part in regular Maths sessions throughout the week and focus on building skills before applying them to a range of problems and different contexts. We develop children so they are fluent mathematicians who can reason about number and all other elements of the Maths curriculum. Children will learn about Number (number and place value, addition and subtraction, multiplication and division, fractions), Measurement, Geometry and Statistics across the year and develop their skills accordingly. Maths is also taught in a cross-curricular way as Maths skills are used and developed in a range of other subjects e.g. Science.

Number	Measurement	Geometry	Statistics	How can you help at home?
<ul style="list-style-type: none"> - application of number skills to measure (see revision section and next column) - doubling numbers larger than 10 by partitioning - halving even numbers larger than 20 by partitioning - subtracting 10s numbers from 2-digit numbers - subtraction on a number line (TU – U, TU – T, TU – TU, including where regrouping is required) - solving more complex missing number calculations 	<ul style="list-style-type: none"> - vocabulary used when measuring in different ways (e.g. to measure length, height, capacity, weight, cost, time) - comparative vocabulary (e.g. wide/narrow, thick/thin, hold more/ holds less) - weighing items with a static (not balance) scale - predict and order weights - measuring capacity using measuring jugs - reading a scale - weight/capacity - < and > symbols applied to measure and money 	<ul style="list-style-type: none"> - what shapes do you make when you fold 2D shapes in half? - counting faces, edges and vertices on 3D shapes and thinking about their properties – practically <u>Specific to reasoning</u> - which shape is the odd one out? Why? <p>Revision</p> <ul style="list-style-type: none"> - naming 2D shapes - counting sides and corners on 2D shapes - discussing simple properties of 2D shapes - halving shapes by folding 	<ul style="list-style-type: none"> - How many more? / How many less? questions across Maths and other subjects across the curriculum as a precursor to work on statistics - simple problems involving data presented in simple tables/graphs <p>Revision</p> <ul style="list-style-type: none"> - revise language such as 'How many more? / How many less?' 	<ul style="list-style-type: none"> - play board games with your child whenever you can - try teaching your child some strategy games, such as Connect 4 and noughts and crosses - practise counting backwards in 1s and 10s, especially across 10s as this is often where children get stuck! - ask your child a subtraction question and let them solve it in their own way (number lines most accurate here!) - rehearse quick recall of mental Maths covered

<ul style="list-style-type: none"> - using the inverse (3 for free) - multiplication as repeated addition - apply counting in 2s/5s/10s to multiplication - using arrays to solve multiplication calculations - solving multiplication calculations by drawing groups of 2/5/10 - apply knowledge of multiplication to word problems - rehearsing 2, 5 and 10 X tables <u>Specific to reasoning</u> - reason about odd and even numbers - working outside known facts and explaining reasoning for answers - < and > using multiplication - open ended investigation applying reasoning about all operations and the inverse, finding as many possibilities as children are able Revision - <i>using the < and > symbols, apply to</i> 	<ul style="list-style-type: none"> - British coins and notes, equivalence of some of these - counting larger groups of coins in different denominations - 'paying' for items using coins - showing amounts of money using the least number of coins - £ and p notation - money strategy games (BEAM games 'Spending Money' and 'Pound') - using different combinations of coins to make the same total - finding totals with money (apply to addition) <u>Specific to reasoning</u> - reasoning about money; money challenges - selecting a group of coins from a selection that make a given amount, explaining why they do/don't make the right amount - Always, Sometimes, Never activities (e.g. The smallest coin is worth the least, Two silver coins are 	<ul style="list-style-type: none"> - <i>naming 3D shapes by looking at solids and pictures of them</i> - <i>recognising 3D shapes in the environment</i> 		<p>this half term e.g. halving and doubling, x tables</p> <ul style="list-style-type: none"> - play a game: take it in turns to name an odd/even number. The first person who fails to name/write a different example in 5 seconds loses! How many will you come up with? - look for some arrays at home and when you're out and about (top tip: Lego bricks and windows are a good place to start!) - do lots of measuring together: you can do this practically and it's always lots of fun! e.g. cooking for weighing and capacity, use a ruler or a tape measure to measure items at home. Look at the scales on your measuring equipment and reason about what the divisions without numbers might represent (this is very tricky with most conventional scales so children will need some help!) - if you're looking for little ideas for presents, a
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<p><i>measure and money (see next column)</i></p> <ul style="list-style-type: none"> - ordering numbers (apply to prices) - addition, apply to money using choice of strategy (see next column) - doubling small numbers (to 10) - partitioning numbers (apply to doubling and halving) - counting backwards in 1s and 10s - subtracting a 1-digit number from a 2-digit number - odd and even numbers - halving small numbers (even numbers to 20) - counting forwards and backwards in 1s, 2s, 5s and 10s - simple missing number calculations - number bonds to 10/20 (missing number) - basic understanding of multiplication - developing vocabulary related to multiplication 	<p>worth more than six bronze coins)</p> <ul style="list-style-type: none"> - investigating different combinations of coins from a selection – what totals could there be? - part-whole model <p>money reasoning</p> <p>Revision</p> <ul style="list-style-type: none"> - measuring lines accurately using a ruler - counting groups of coins in the same denomination/ smaller groups of different denominations - ordering amounts of money by size - developing language used when measuring weight (e.g. weight, heavy(ier), light(er), kg, kilogram, g, gram, scales) 			<p>watch (analogue is best at this age!) or teaching clock may be a good idea in preparation for what is to come!)</p> <ul style="list-style-type: none"> - encourage your child to play with money and look at the different values of coins - open a 'shop' and ask your child to pay for something with the right money. Can they buy two items? - play money 'exchange' games. Give your child a set of mixed coins – give them say £1 and see if they can exchange some of their other coins for the £1. How many ways can they do it? - ask you child to keep a running total of their pocket/birthday/tooth fairy(?!) money next to their piggy bank or purse/ wallet and alter it when they spend some! - look for 3D shapes when out and about (or at home!)
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