

Captain Webb Primary School medium term plan

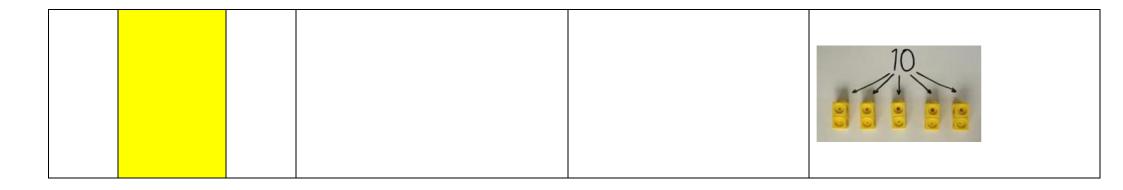
Year 2

Autumn Strand 1	Number of weeks	Ready to Progress (Based on National Curriculum objectives)	Key areas of knowledge (small steps in learning)	Resources and methods (Calculation policy)
Number: Place Value	3	 Knows the place value of each digit in two-digit numbers (tens, ones) Knows how to read and write numbers to at least 100 in numerals and in words Knows how to identify, represent and estimate numbers using different representations, including the number line Knows how to compare and order numbers from 0 up to 100 using the <, > and = signs Knows how to represent numbers in different ways Knows that numbers can be partitioned 	 I know that counting in 10s and 1s is a quicker way to count objects up to 100. I know the value of the tens digit and the ones digit I know the place value of each digit in a 2-digit number I know that a number can be partitioned in different ways I know how to represent numbers on a number line I know what the symbols > = represent 	O to 100 Number Line

Addition &	3	Knows addition and subtraction	I know that addition is	
Subtraction		facts to 20 fluently	commutative	
		 Knows how to use related facts to 	 I know the inverse of addition 	
		20 when calculating	is subtraction	
		 Knows that addition is 	 I know fact families for + and 	
		commutative.	-	
		 Knows that addition is inverse to 	 I know number facts to 100 	
		subtraction.	 I know that number bonds 	
		 Know how to use the inverse to 	can be used to add a 1 digit	
		check calculations	number to a 2 digit number	
		 Knows how to add and subtract 	 I know that when adding a 	
		numbers mentally using number	multiple of 10, the 10s digit	
		sense, place value, bridging, near	will change and the 1s stay	
		doubles and adjustment	the same	Tens Ones
		strategies	 I know how to use bonds to 	
		 Knows efficient strategies for 	10 to add to the next multiple	
		adding and subtracting for up to	of 10.	
		two 2-digit numbers	 I know how to partition 	(Addition)
		 Knows how to add and subtract 	numbers when adding a 2	(· · · · · · · · · · · · · · · · · · ·
		numbers using concrete objects	digit and 1 digit number	
		and pictorial representations	 I know how to use a number 	Tens Ones
		 Knows how to apply their 	line when subtracting a 1	
		increasing mental and written	digit from a 2 digit number	
		methods in context	 I know how to partition 	
		 Knows related facts up to 100 	numbers when subtracting 1	(Subtraction)
		 Knows how to use related facts up 	digit from a 2 digit number	(Subtraction)
		to 20 when calculating		
		 Knows strategies to solve missing 	KIRF TARGET – BONDS TO 20	
		<mark>number problems.</mark>		
			Problem Solving – Finding all	
			<u>possibilities</u>	
			Frogs in a bucket	
			I know how I will put my	00000
			numbers in order	900
			I know what resources to use	
			 I know if I have some answers 	

the same

				17 20 22 17 20 5
Multiplication & Division	2	 Knows the operations of multiplication (repeated addition) Knows that multiplication is commutative. Knows that arrays are used to represent multiplication facts. Knows how to write mathematical statement using the multiplication (x) and equals (=) sign 	 I know that equal groups have the same amount I know that repeated addition is adding the same amount I know that multiplication is repeated addition I know that multiplication can be done in any order (commutative) 	\$ 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9



Autumn 1	Strand	Number of Lessons	Ready to Progress (Based on National Curriculum objectives)	Key areas of knowledge (Small steps in learning)	Resources and methods
Place Value Unit	Finding all Possibilities	2		I know how I will put my numbers in order I know what resources to use I know if I have some answers the same	Lesson 1 Numbers and Beads If you gut three beads onto a tens/units abacus you could make the numbers 3, 30, 12 or 21. Explore the numbers you can make using six beads. Can you find all the ways of using six beads? How do you know you have found them all? Lesson 2 Find the 2 digit FIND THE 2 DIGITS SHEET 1 Typer Julianustider has stoke 1 digits from back if they can gens what number is odd. Not tells the other salamanders that he will give them back if they can gens what number is odd. If the tells the other salamanders that he will give them back if they can gens what number is odd. If you can find all the possibilities.

Addition and Subtraction Unit	Finding all Possibilities	2	I know how I will put my numbers in order	Lesson 1
			I know what resources to	Frogs in a bucket 1
			use	Lesson 2
			I know if I have some answers the same	Frogs in a bucket 2
				FROGS IN A BUCKET 2 Copyrish distinguish that here (always up of this favourine games called this or a in the game, so when the favourine games called this or a in the game, so when the favourine games days lead to be backet. Gain games gain 1 frings to three. You score other 21 points 5, points, 2 points for the health five you fail.
				Capitals Salamender menagen ha get af his 3 hags into hudens. Hen en may grott could be been sorred. There are 51 possibles have many can see fine! Europe: He could have scored \$1\$ points if his base hags cored \$ points, \$3\$ points and \$5\$ points.