

Maths Spring 2 Planning

Week	Strand	Year 1 - Objectives
1	Money	<ul style="list-style-type: none"> • Recognise coins and notes • Use language 'more than', 'most' • Solve one-step problems • Use ordering vocabulary
2	Data Handling	<ul style="list-style-type: none"> • Compare, describe and solve practical problems for lengths and heights
3	Fractions	<ul style="list-style-type: none"> • Recognise, find and name a half as one of two equal parts of an object, shape or quantity • Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity
4	Number	<ul style="list-style-type: none"> • Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations and missing number problems • Count in multiples of 2, 5 and 10
5	Position, movement and time	<ul style="list-style-type: none"> • Describe position and movement, including half and quarter turns • Tell the time to the hour and half past and draw the hands on a clock face to show these times.

Maths Spring 2 Planning

Week	Strand	Year 2 - Objectives
1	Money	<ul style="list-style-type: none"> • Use symbols for pound and pence • Add and subtract simple sums of less than a pound • Compare/order numbers incl. $<$, $>$, $=$
2	Data Handling	<ul style="list-style-type: none"> • Interpret simple tables and pictograms • Ask and answer comparison questions • Ask and answer questions about totalling
3	Fractions	<ul style="list-style-type: none"> • Find and write simple fractions • Understand equivalence of e.g. $2/4 = \frac{1}{2}$
4	Number	<ul style="list-style-type: none"> • Solve problems using multiplication and division, using materials, arrays, repeated addition, mental methods and multiplication and division facts including problems in context • Solve problems with addition and subtraction, using concrete objects and pictorial representations, involving numbers, quantities and measures, • Applying their increasing knowledge of mental and written methods
5	Position, movement and time	<ul style="list-style-type: none"> • Order and arrange combinations of mathematical objects in patterns and sequences • Use mathematical vocabulary to describe position, direction and movement, including in a straight line, rotational turns and right angle turns • Tell and write the time to five minutes, including quarter past and to the hour and draw the hands on a clock face to tell the time • Know the number of minutes in an hour and the number of hours in a day

