

Numeracy CURRICULUM MAPS Year 2 of 2



		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic		School	Weather/Autumn	Animals	Families	Growing things	Parks & playground/ Transport
YELLOW CLASSES	Number including money	Early skills development using multisensory resources to explore number shapes & objects; to track objects as they are counted, show interest in counting and numbers with adults modelling activities and children to carry out tasks with physical assistance e.g. hand over hand prompting ; to match objects one to one ; count objects with one to one correspondence, participate in number, rhymes, stories and actions, begin to be aware of contrasting quantities, indicate one or two , begin to know the sequence of numbers when counting and recognize numerals 1/2/3/4/5/, count and make small sets of objects; know that a coin can be exchanged for an item; experience play and real shopping.					
	Time	Understand terms 'now' and 'next' using visual timetable/ individual schedule, begin to understand morning / before lunch; afternoon/ after lunch; associate object of reference to daily routine					
	Areas	Position Matching	Direction, Data Handling	Size Sorting	2D shape Capacity	3D shape Length	Pattern, Mass
	Objectives	<ul style="list-style-type: none"> To look for objects in their usual place To look for an object when removed To show interest and explore position of objects in relation to others To put objects in and out of containers To place objects as directed or modelled To follow directional movements of adults To move toys forwards and backwards To match objects from choice of 2/3/4/5 To match picture of child to symbol of activity To match symbols to object To match object to photo To match similar objects To match identical objects To post shapes from choice of 5 To post single shapes To match photo to member of class To recognize own photograph 		<ul style="list-style-type: none"> To indicate which object is big or small To recognize difference in size by matching To select a group of similar shapes To begin to recognize, identify and name some common 2D shapes To explore the properties of these shapes To sort 2D shapes /objects into 2 groups by colour / size./category To make arrangements using shapes To find out which object fits into a given container To complete a very simple inset puzzle To search for hidden 2D shapes To complete a puzzle with identical inserts To practise filling a jug & pouring away water To experience transferring liquids between different sized containers To experience water activities with a variety of containers 		<ul style="list-style-type: none"> To make arrangements with 3D objects or shapes To manipulate shapes so they fit together To join with stacking objects To experiment with pattern making To copy a simple pattern of objects in a row To copy a simple action To use construction equipment to build towers To experiment with malleable materials to make objects of different lengths/heights To match objects by length/ height from a choice of 2 To shape malleable materials to template given e.g. roll out the play dough so it fits the outline given To experience lifting 'heavy' items in class To indicate heavy item To experiment with balances using sand, flour, sugar or malleable materials 	

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	Clothes and Weather	British Wildlife	Buildings	Pets	Fruit and Vegetables	Wild Animals/Zoo
Number	Early skills development, copy /join in some actions during number songs; show interest in counting; indicate 1 or 2 ; match one to one correspondence; show understanding of contrasting quantities; join in rote counting; count reliably to 2/3/5/10; recognise sequence of numerals and match to quantity; understand conservation of number; make sets of objects; understand more/less; respond to 'how many?'; compare 2 sets of objects; read, write, numerals to 10; estimate small number; add and subtract 1 in practical situations .					
Money	Recognise and sort 1p and 2p coins; know which objects in class shop can be bought for a number of 1p coins up to 10p; give correct number of 1p coins to buy items; know that a coin can be exchanged for an item; participate in role play and experience real shopping.					
Time	Begin to tell time to o'clock; recognise structure in the school day; order significant events; understand and use visual timetable; begin to know names and sequence of days of the week; respond to vocabulary of time - first, next , then, morning, afternoon, playtime, home time etc.; use class/ individual schedules to understand the next activity.					
Areas	2D Shapes	Position & Direction	Data Handling	Length Size	3 D shapes	Capacity Mass
Objectives	<ul style="list-style-type: none"> To use ordinal numbers to describe position of objects/people -to use vocabulary to describe position first, next , last -to understand prepositions behind/next/in front to know in/on/under To program a robot to move in directions given To use ICT to move objects on screen To indicate if they are moving forwards or backwards To follow footprints To identify objects by size To sort where difference in size is not great To understand terms bigger/smaller To match objects that small and objects that are big where difference is marked 	<ul style="list-style-type: none"> To recognise, name, identify familiar 2D shapes from pictures, patterns, models. To describe some shapes To sort 2D shapes To construct repeating pattern of 2d shapes To select 2d shapes to make pictures To match/relate shapes to those in environment To match symbol to shape To match similar shapes To match identical objects To begin to see symmetry by comparing pictures experiment with making symmetrical patterns/pictures 	<ul style="list-style-type: none"> To match a 3D shape to object in environment e.g. cylinder to tin To sort 3D shapes To respond to vocabulary of shape To continue a pattern of 3D shapes To copy a model using 3d shapes To manipulate 3D shapes by posting shapes in a shape sorter To manipulate shapes by building with 3D shapes To join in stacking objects e.g. building towers of bricks To show relationship between 2 objects e.g. knife and fork To match similar 3D objects To match identical objects 	<ul style="list-style-type: none"> To collect data by making marks/ using counters To construct a pictogram with one to one correspondence To answer simple questions about a pictogram To sort objects where difference is not great To sort items where there is a marked difference To describe / indicate why an object does not belong to a set To identify the object in the set that is the odd one To sort items into groups by shape/colour size/ category. 	<ul style="list-style-type: none"> To identify which of 2 containers has more capacity To indicate which containers hold more/less To understand terms full/empty To experience filling a container to top and pouring all liquid away To experience transferring liquids from different sized containers To investigate how many cups fill a bottle. 	<ul style="list-style-type: none"> To compare length of objects by direct comparison To use terms longer/ taller/shorter To use terms long/tall/short To use terms long/short To use malleable materials to make things longer/shorter -to build towers of different heights.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	Friends	Animals around the world	Old and New Toys	Teeth and Eating	Music maker	Making things move
Number	Early skills development; copy /join in some actions during number songs, show interest in counting, indicate 1 or 2 , match one to one correspondence, show understanding of contrasting quantities, join in rote counting, count reliably to 2/3/5/10; recognise sequence of numerals and match number to quantity; understand conservation of number; make sets of objects; understand more/less; respond to 'how many?'; compare 2 sets of objects; read, write, numerals to 10; estimate small number; add and subtract 1 in practical situations .					
Money	Recognise and sort 1p and 2p coins; know which objects in class shop can be bought for a number of 1p coins up to 10p; give correct number of 1p coins to buy items; know that a coin can be exchanged for an item; participate in role play and experience real shopping.					
Time	Begin to tell time to o'clock; , recognise structure in the school day; order significant events; understand and use visual timetable; begin to know names and sequence of days of the week; respond to vocabulary of time - first, next , then, morning, afternoon, playtime, home time etc; use class/ individual schedules to understand the next activity.					
Areas	2D Shapes	Position & Direction	Data Handling	Length & Size	3 D shapes	Capacity & Mass
Objectives	<ul style="list-style-type: none"> To recognise, name, identify familiar 2dshapes from pictures, patterns, models. To describe some shapes To sort 2D shapes To construct repeating pattern of 2d shapes To select 2d shapes to make pictures To match/relate shapes to those in their environment To match symbol to shape To match similar shapes To match identical objects 	<ul style="list-style-type: none"> To use ordinal numbers to describe position of objects/people To use vocabulary to describe position first, next, last. -to understand prepositions behind/next/in front. to know in/on/under To program a robot to move in directions given To use arrow keys/ mouse/ touch screen/ drag and drop to move objects on screen To indicate if they are moving forwards/backwards To move using footprints 	<ul style="list-style-type: none"> To collect data by making marks/ using counters To construct a pictogram with one to one correspondence To answer simple questions about a pictogram To sort objects where difference is not great. To sort items where there is a marked difference To describe / indicate why an object does not belong to a set To identify the object in the set that is the odd one out. To sort items into groups by shape/colour size/ category. 	<ul style="list-style-type: none"> To compare length of objects by direct comparison To use terms longer/ taller/shorter To use terms long/tall/short To use terms long/short To use malleable materials to make things longer/taller/ shorter. To identify objects by size To sort where difference in size is not great To understand terms bigger/smaller To match objects that small and objects that are big where difference is marked. 	<ul style="list-style-type: none"> To match a 3d shape to object in environment e.g. cylinder to tin To sort 3D shapes To respond to vocabulary of shape. To continue a pattern of 3d shapes. To copy a model using 3d shapes -to manipulate 3D shapes by posting shapes in a shape sorter. To manipulate shapes by building with 3d shapes To join in stacking objects e.g. building towers of bricks To show relationship between 2 objects e.g. knife and fork To match similar 3d objects To match identical objects. 	<ul style="list-style-type: none"> To identify which of 2 containers has more capacity. To indicate which containers hold more/less To understand terms full/empty To experience filling a container to top and pouring all liquid away To experience transferring liquids from different sized containers To use terms heavier/lighter when comparing 2 objects To compare 2 objects using a balance To experience heavy and light objects where there is a marked difference.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	Children around the World	Snow and ice	Vikings	Homes - animals and their habitats	Recycling and changing	Dinosaurs
Number	Recognise, read, write, count order numbers; compare 2 sets to find the difference; begin to recognise/use simple number sequences 2s/5s/10s and recall/use some number bonds in adding and subtracting objects /numbers and solving problems across the curriculum; respond to vocabulary of addition and subtraction; estimate small numbers.					
Money	Recognise, sort, match coins, read prices / match coins to prices, making small amounts of money to 10p/20p; add and subtract small amounts using variety of coins, give the correct amount to buy an item; role play shopping using real money.					
Time	Sequence days of the week and events, know months of the year; know structure of school day, tell time at o'clock/ half past; understand and use visual timetable and calendar and respond to vocabulary of time.					
Areas	Direction, Position & HD	2D & 3D shape	Size & Mass	Length	Capacity	Data Handling & Position
Objectives	<ul style="list-style-type: none"> To follow instructions using directional vocabulary including compass directions To recognise changes in direction To follow directions indicated by arrows To use prepositions to denote place - behind/in front/ next to To respond to top, bottom, corner, side, centre, middle, left, right 	<ul style="list-style-type: none"> To name shape given the properties To continue and construct more complex patterns where colour and shape changes To construct a repeating pattern using 2d shapes To copy a simple pattern of shapes To match 2D shapes To measure length using non - standard and standard units To estimate length To use terms longer/longest shorter/shortest To understand long/ short/tall 	<ul style="list-style-type: none"> To gather information using tally chart and use data to construct a block chart To extract information from a block graph To use ICT to enter data and generate graphs To record data in a chart To construct a simple pictogram - record data by making marks To sort 2 sets of objects where difference is not great 	<ul style="list-style-type: none"> To name common 3D shapes and recognise shapes To name a shape given the features/ nets - to identify shapes of faces To sort shapes given criteria To name properties of 3D shapes To copy a simple model using 3D shapes To match shape to object in real life To indicate name of shape To understand biggest/biggest smaller/smallest To understand terms bigger/smaller 	<ul style="list-style-type: none"> To understand terms capacity and liquid To measure capacity using -to solve problems e.g. add more/ pour away To use standard units To estimate capacity To compare capacity of containers to use direct comparison to order containers by capacity e.g. half full, nearly full, full To understand more or less in practical situations 	<ul style="list-style-type: none"> To weigh using non- standard / standard units To estimate mass To compare masses using a balance To order objects by weight - use terms heavier/heaviest/ lighter/ lightest -to begin to use simple co-ordinates to understand simple charts To respond to more complex prepositions, above/below

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	Superheroes	Seasons	Circus	Life Cycles	Under the Sea	Out & About
Number	Recognise, read, write, count order numbers; compare 2 sets to find the difference; begin to recognise/use simple number sequences 2s/5s/10s and recall/use some number bonds in adding and subtracting objects /numbers and solving problems across the curriculum; respond to vocabulary of addition and subtraction; estimate small numbers.					
Money	Recognise, sort, match coins, read prices / match coins to prices, making small amounts of money to 10p/20p; add and subtract small amounts using variety of coins, give the correct amount to buy an item; role play shopping using real money.					
Time	Sequence days of the week and events, know months of the year; know structure of school day, tell time at o'clock/ half past; understand and use visual timetable and calendar and respond to vocabulary of time.					
Areas	Direction, Position & HD	2D & 3D shape	Size & Mass	Length	Capacity	Data Handling & Position
Objectives	<ul style="list-style-type: none"> To follow instructions using directional vocabulary including compass directions To recognise changes in direction To follow directions indicated by arrows To use prepositions to denote place - behind/in front/ next to To respond to top, bottom, corner, side, centre, middle, left, right 	<ul style="list-style-type: none"> To name shape given the properties To continue and construct more complex patterns where colour and shape changes To construct a repeating pattern using 2d shapes To copy a simple pattern of shapes To match 2D shapes To measure length using non - standard and standard units To estimate length To use terms longer/longest shorter/shortest To understand long/ short/tall 	<ul style="list-style-type: none"> To gather information using tally chart and use data to construct a block chart To extract information from a block graph To use ICT to enter data and generate graphs To record data in a chart To construct a simple pictogram - record data by making marks To sort 2 sets of objects where difference is not great 	<ul style="list-style-type: none"> To name common 3D shapes and recognise shapes To name a shape given the features/ nets - to identify shapes of faces To sort shapes given criteria To name properties of 3D shapes To copy a simple model using 3D shapes To match shape to object in real life To indicate name of shape To understand biggest/biggest smaller/smallest To understand terms bigger/smaller 	<ul style="list-style-type: none"> To understand terms capacity and liquid To measure capacity using -to solve problems e.g. add more/ pour away To use standard units To estimate capacity To compare capacity of containers to use direct comparison to order containers by capacity e.g. half full, nearly full, full To understand more or less in practical situations 	<ul style="list-style-type: none"> To weigh using non- standard / standard units To estimate mass To compare masses using a balance To order objects by weight use terms heavier/heaviest/ lighter/ lightest To begin to use simple co-ordinates to understand simple charts To respond to more complex prepositions above/below

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	Different destinations	World festivals	Children in time	Artistic London	Pharaohs, sphinx and pyramids	Moving on
Number	Count, read, write, order numbers and understand place value; identify doubles and halves of numbers; recognise odd/even numbers; understand - inverse of + and understand basic concepts of multiplication/division. Recall greater range of number facts and use to subtract/ add numbers including multiples of 10, understand simple fractions					
Money	Recognise all coins, understand equivalence, use coins to make amounts, read prices, begin to understand and use decimal notation; begin to understand concept of 'change'; know which items can be bought for given number of coins; solve real life problems.					
Time	Tell time at o'clock/ half past/ quarter past/to and relate to digital format; calculate passage of time and estimate short lengths of time, use timetable and timescales; sequence events; know months of the year, recognise structure in their day; use vocabulary of time					
Areas	Mass	2D shape 3D shape	Capacity	Symmetry Data Handling	Length	Position Direction
Objectives	<ul style="list-style-type: none"> To weigh given items using kilogrammes/g To understand equivalence e.g. 500g = $\frac{1}{2}$ kg To order objects by weight To read scales To measure and adjust e.g. add more/take away in practical situations To order 3 objects by weight using direct comparison To compare masses using a balance To weigh using non- standard units To use terms heavier/ heaviest lighter/ lightest 	<ul style="list-style-type: none"> To recognise/ name/sort a wide range of 2D and 3D shapes To recognise regular irregular shapes To identify right angles in shapes - investigate which nets make a 3D shape To name 2D/3D shapes by given properties; To name faces of common 3D shapes To identify shapes from pictures, models, patterns To construct more complex patterns - match shapes to real objects in environment 	<ul style="list-style-type: none"> To construct interpret bar charts where number intervals are 2s/5s/10s To interpret data presented in lists, tables, diagrams To sort and classify objects according to more than 1 criterion To organise data into lists and tables To collect data using a tally chart and convert to block graph To extract information from block graph/pictogram 	<ul style="list-style-type: none"> to choose appropriate unit for task cm/m/km To measure using metres and cm To understand equivalence e.g. 50cm = $\frac{1}{2}$ metre To order objects by length/height - estimate and check length of objects e.g. more/less than 1 m - estimate length of material needed To measure materials in practical situations e.g. measure, mark and cut in DT To draw lines/ shapes given the measurements To measure lengths using non-standard units e.g. hands, feet, bricks To use terms longer, longest, taller, tallest, shorter, shortest when comparing 2/more objects/people To recognise shapes, pictures, objects, letters,& numbers that have reflective symmetry -to identify/ sketch lines of symmetry in pictures/shapes To complete or make symmetrical patterns To recognise lines of symmetry where it is clearly exemplified. 	<ul style="list-style-type: none"> To measure using litres/ml To understand equivalence e.g. 100ml=1L= 1 kg To order containers by capacity To read scales To measure and adjust e.g. add more/ pour away in practical situations To estimate number of fills To compare capacity by pouring liquid from 1 container into another e.g. 1 L fills $\frac{1}{2}$ 2L bottle. To find the capacity of a container by counting the number of cups of water To identify which of 2 containers has more capacity 	<ul style="list-style-type: none"> terms clockwise/ anti-clockwise To distinguish full & half turns To recognise changes in direction involving turns To follow directions indicated by arrows Use ICT to program a robot to move in certain directions To use 4/8 compass points To use simple coordinates describe position/ locate objects on a grid/map To understand variety of prepositions To use ordinal numbers to describe position of people or events To use terms' first, next, last'