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Key Stage 2 (lower) Maths Coverage

Maths Area	Number of Weeks
Number	14
Geometry	10
Measurement	10
Statistics (sorting/grouping)	2

During key stages 1-3, learners begin more teacher led lessons with elements of the EYFS strategies still in place, ensuring that the discrete Maths lessons remain developmentally engaging and age appropriate. Mathematical concepts and mathematical language are introduced at appropriate stages matched to each learner's ability, particularly as the learner moves towards a more formal curriculum.

Teachers build on prior knowledge and ensure that skills are embedded in order to promote fluency across all the key maths areas.

This document outlines the key areas to cover, teachers will also use pupils' 'Individual Scheme of Work' to plan appropriate lessons for their group of learners.

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Maths Coverage - KS2 Lower

Autumn 1

Week	Area of Maths	Strand of Maths
1	Number and Place Value	Multiplication/ division/ fractions
2	Number and Place Value	Multiplication/ division/ fractions
3	Measurement	Volume and Capacity
4	Measurement	Length and Height
5	Measurement	Length and Height
6	Measurement	Weight and Mass

Autumn 2

Week	Area of Maths	Strand of Maths
1	Number and Place Value	Addition and Subtraction
2	Number and Place Value	Addition and Subtraction
3	Number and Place Value	Addition and Subtraction
4	Geometry	2D Shapes
5	Geometry	2D Shapes
6	Statistics	Statistics

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Maths Coverage - KS2 Lower

Spring 1

Week	Area of Maths	Strand of Maths
1	Number and Place Value	Number and Multiplication
2	Number and Place Value	Number and Division
3	Measurement	Time
4	Measurement	Time
5	Measurement	Temperature
6	Measurement	Temperature

Spring 2

Week	Area of Maths	Strand of Maths
1	Number and Place Value	Number, Addition and Subtraction
2	Number and Place Value	Number, Addition and Subtraction
3	Geometry	2D Shape and Patterns
4	Geometry	2D Shapes and Patterns
5	Geometry	Position and Direction
6	Geometry	Position and Direction

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Maths Coverage - KS2 Lower

Summer 1

Week	Area of Maths	Strand of Maths
1	Number and Place Value	Number
2	Number and Place Value	Number
3	Number and Place Value	Number
4	Measurement	Money
5	Measurement	Money
6	Statistics	Statistics

Summer 2

Week	Area of Maths	Strand of Maths
1	Number and Place Value	Multiplication and Division
2	Number and Place Value	Multiplication and Division
3	Geometry	3D Shapes
4	Geometry	3D Shapes
5	Geometry	Position and Direction
6	Geometry	Position and Direction

Number		
Number and Place Value	**Addition and Subtraction**	**Multiplication and Division**
Taking part in finger rhymes using number	Making groups	Making groups
Counting real objects	Comparing amounts of items using 'one', 'lots' and 'more'	Sharing equally
Ordering/reciting/reading numbers in sequence	Counting how many altogether	Comparing amounts of items using 'one', 'lots' and 'more'
Comparing amounts of items using 'one', 'lots' and 'more'	Recounting when an amount changes	Recounting when an amount changes
Developing fast recognition of objects (subitising)	Making larger groups	Sharing into larger groups
Showing how many fingers	Solving real world mathematical problems	Solving real world mathematical problems
Linking numerals and amounts	Combining two groups	Understanding halving and doubling

Number continued		
Number and Place Value	**Addition and Subtraction**	**Multiplication and Division**
Writing numerals	Understanding 1 more and 1 less	Using concrete objects to multiply and divide
Recounting when an amount changes	Recalling number bonds	Recognising, finding and naming simple fractions (whole, half, quarter)
Comparing quantities/groups using mathematical language	Reading, writing (where appropriate) and interpreting mathematical statements involving addition (+), subtraction (–) and equals (=) signs.	Recalling and using multiplication and division facts for the 2, 5 and 10 multiplication tables.
Using ordinal numbers	Understanding, representing and using number bonds within 20	Writing and calculating times tables using the multiplication (×), division (÷) and equals (=) signs
Exploring composition of number	Adding and subtracting 1-2 digits within 20	
Understanding number within 100	Solving one-step problems using concrete objects and pictorial representations, and missing number problems such as 7 = – 9.	
Counting in multiples of 2s, 5s and 10s	Solving problems with addition and subtraction	

Geometry		
Shape	**Patterns**	**Position and Direction**
Building towers	Noticing and arranging things in patterns.	Describing the position of an object
Exploring 2D and 3D shapes	Describing and commenting on patterns in the environment	Following instructions using key positional vocabulary.
Using pliable material to make 3D shapes	Copying and continuing patterns	Completing puzzles
Identifying 2D and 3D shapes and shapes in the environment	Noticing errors in patterns	Following physical positional instructions.
Using Mathematical language to describe 2D and 3D shapes	Sequencing using 'first', 'then' etc.	Describing position, direction and movement, including whole, half, quarter and three quarter turns, left and right.
Using shapes to make patterns and pictures	Continuing, copying and creating more complex repeating patterns	
Making models using shapes	Ordering and arranging combinations of mathematical objects in patterns and sequences	
Combining shapes to make new ones.		
Recognising that some 2D shapes can have different shapes within them		
Using blocks and interlocking shapes to build		
Identifying and describing the properties of 2-D and 3D shapes.		
Recognising and naming common 3-D shapes, including: cuboids, cubes, pyramids and spheres		

Measurement					
Weight/Mass	**Volume/Capacity**	**Size**	**Temperature**	**Time**	**Money**
Describing weight	Experimenting with water play	Describing the size of objects	Feeling different temperatures	Following a simple, familiar routine	Understanding the concept of transaction during role play
Comparing two objects relating to weight	Following directions to fill or empty a container	Compare two objects relating to size and length	Comment on hot/cold using symbols or speech	Understanding that events happen in the day and night	Sorting coins by a given criteria
Using scales with assistance to compare objects	Identifying and describing 'full' and 'empty' containers	Comparing more than two objects relating to size and length	Explore melting/freezing	Describing a familiar routine	Beginning to count 1p coins
Comparing more than two objects relating to weight	Identifying and describing 'half full' containers	Ordering objects by size and length	Using the terms hot/cold to describe something	Following simple instructions in the correct order.	Completing simple addition and subtraction of coins
Using scales to balance and weigh objects	Comparing the capacity of two or more containers	Comparing, describing and solving practical problems using the terms long/short/longer/shorter/tall/short/double/half	Beginning to use a thermometer	Understanding and using key time vocab	Giving amounts of coins

Measurement					
Weight/Mass	**Volume/Capacity**	**Size**	**Temperature**	**Time**	**Money**
Comparing, describing and solving practical problems using the terms heavy/light/ heavier than/ lighter than	Comparing, describing and solving practical problems using terms full/empty/more than/less than/half/half full/ quarter full	Measuring and beginning to record lengths and heights	Understanding melting and heat	Understanding and commenting on quick/slow	Recognising different coins and notes
Measuring and beginning to record mass and weight.			Comparing temperatures		Understanding the value of different coins and notes
			Choosing and using thermometers		Recognising and using symbols for pounds (£) and pence (p)
			Comparing temperatures		Combining amounts to make a particular value.

Statistics
Sort into groups of a given criteria
Sort into groups of a chosen criteria
Record, present and interpret data by experimenting with symbols and marks, as well as numerals
Interpret and construct simple pictograms
Interpret and construct simple tally charts
Interpret and construct simple block graphs
Interpret and construct simple tables.