



Year 2

National Curriculum Maths Objectives

Place value

- ★ count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward
- ★ recognise the place value of each digit in a two-digit number (tens, ones)
- ★ identify, represent and estimate numbers using different representations, including the number line
- ★ compare and order numbers from 0 up to 100; use $<$, $>$, and $=$ signs
- ★ read and write numbers to at least 100 in numerals and in words
- ★ use place value and number facts to solve problems

Addition and Subtraction

- ★ solve problems with addition and subtraction: using concrete objects and pictorial representations, including those involving numbers, quantities and measures
- ★ solve problems with addition and subtraction: applying their increasing knowledge of mental and written methods
- ★ recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100
- ★ add and subtract numbers using concrete objects, pictorial representations, and mentally, including: a two-digit number and ones
- ★ add and subtract numbers using concrete objects, pictorial representations, and mentally, including: a two-digit number and tens
- ★ add and subtract numbers using concrete objects, pictorial representations, and mentally, including: two two-digit numbers
- ★ add and subtract numbers using concrete objects, pictorial representations, and mentally, including: adding three one-digit numbers
- ★ show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot
- ★ recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems

Multiplication and Division

- ★ recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers

- ★ calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (\times), division (\div) and equals (=) signs
- ★ show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot
- ★ solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts

Fractions

- ★ recognise, find, name and write fractions one third, one quarter, two quarters and three quarters of a length, shape, set of objects or quantity
- ★ write simple fractions for example, half of 6 = 3 and recognise the equivalence of two quarters and a half

Measurement

- ★ choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature ($^{\circ}\text{C}$); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels
- ★ compare and order lengths, mass, volume/capacity and record the results using $>$, $<$ and $=$
- ★ recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value
- ★ find different combinations of coins that equal the same amounts of money
- ★ solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change
- ★ compare and sequence intervals of time
- ★ tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times
- ★ know the number of minutes in an hour and the number of hours in a day

Geometry: Shapes

- ★ identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line
- ★ identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces
- ★ identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid]
- ★ compare and sort common 2-D and 3-D shapes and everyday objects

Geometry: Position and direction

- ★ order and arrange combinations of mathematical objects in patterns and sequences
- ★ use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise)

Statistics

- ★ interpret and construct simple pictograms, tally charts, block diagrams and simple tables
- ★ ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity
- ★ ask and answer questions about totalling and comparing categorical data