Key Learning in Mathematics – Year 2

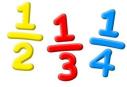
Number – number and place value

- Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward
- Read and write numbers to at least 100 in numerals and in words
- Recognise the place value of each digit in a two-digit number (tens, ones)
- Identify, represent and estimate numbers using different representations
- Compare and order numbers from 0 up to 100; use <, > and = signs
- Use place value and number facts to solve problems



Number - fractions

- Recognise, find, name and write fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$ and $\frac{3}{4}$ of a length, shape, set of objects or quantity
- Write simple fractions for example, $\frac{1}{2}$ of 6 = 3 and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{3}$



Number - addition and subtraction

- Show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot
- 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
 - a two-digit number and tens
- two two-digit numbers
- adding three one-digit numbers
- Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems
- Solve problems with addition and subtraction, including in a practical context of money.



Measurement

- Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity and volume (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
- Compare and sequence intervals of time
- Tell and write the time to five minutes, including guarter 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
- Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change

Number - multiplication and division

- Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot
 - 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 (x), division (÷) and equals (=) signs
 - Solve problems involving multiplication and division



Geometry – properties of 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]

Geometry – position and direction

- Order/arrange combinations of mathematical objects in patterns/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