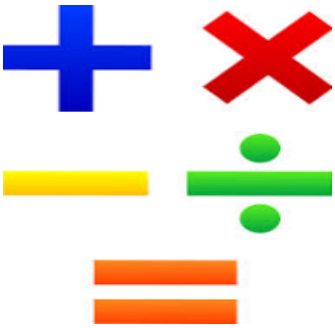

Year 2 Maths

By the end of Year 2, your child should have an understanding of the following areas:

HERNE C.E. Infant & Nursery School

Place Value

- To count in steps of 2, 3 and 5 from 0, and in tens from any number, forwards and backwards
- To recognise the place value of each digit in a 2-digit number
- To identify, represent and estimate numbers using different representations, including a number line
- To read and write numbers to at least 100 in numerals and words
- To compare and order numbers from 0 up to 100 and use < > and = signs
- To use place value and number facts to solve problems.

Addition and Subtraction

- To recall and use addition and subtraction facts to 20 fluently and derive and use related facts up to 100.
- To add and subtract numbers using concrete objects and pictorial representations including:
- 2-digit numbers and ones
- 2-digit numbers and tens
- two 2-digit numbers
- adding three 1-digit numbers
- To understand that addition of any two numbers can be done in any order (commutative) and subtraction of one from another cannot.
- To solve problems involving addition and subtraction
- To recognise and use the inverse relationship between addition and subtraction and use this to check calculations and missing number problems.

Multiplication and Division

- To recall and use multiplication and division facts for the 2, 5, and 10 tables, including recognising odd and even numbers
- To calculate the mathematical statements for multiplication and division within the multiplication tables and write them using the x ÷ and = signs
- To understand that multiplication of two numbers can be one in any order (commutative) and division of one number by another cannot.
- To solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.

Fractions

- To recognise, find, name and write fractions 1/3, 1/4, 2/4, 1/2, 3/4 of a length, shape, set of objects or quantity
- To write simple fractions (e.g. 1/2 of 6 = 3) and recognise the equivalence of 1/2 and 2/4

Statistics

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

Measurement

Length and Height:

- To compare and order lengths and record the results using < > and =
- To choose and use appropriate standard units to estimate and measure: length/height in any direction (m/cm) using rulers

Weight/Mass:

- To compare and order mass and record the results using < > and =
- To choose and use appropriate standard units to estimate and measure: weight/mass (g/kg) using scales

Capacity/Volume:

- To compare and order capacity and record the results using < > and =
- To compare and use appropriate standard units to estimate and measure temperature (ml/l) using measuring vessels

Temperature:

- To compare and use appropriate standard units to estimate and measure capacity (°C) using thermometers

Time:

- To tell and write the time to five minutes and quarter past/to the hour and draw the hands on a clock face to show these times
- To compare and sequence intervals of time
- To know the number of minutes in an hour and the number of hours in a day.

Money:

- To recognise and use symbols for pounds (£) and pence (p); combine amounts to make particular values
- To solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change.
- To find different combinations of coins that equal the same amount of money

Shape

- To identify and describe the properties of 2D shapes, including the number of sides and lines of symmetry in a vertical line
- To identify and describe the properties for 3D shapes, including the number of edges, vertices and faces
- To identify 2D shapes on the surface of 3D shapes
- To compare and sort common 2D and 3D shapes and everyday objects

Position and Direction

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