John Blow Primary

Maths - Y2

Place Value
Count in steps of 2, and 5 from 0, forward and backwards
Count in steps of 3 from 0 , forward and backwards
Count in tens from any number
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 numbers from 0 up to 100; use and = signs. (KPI)
Order numbers from 0 up to 100; use and = signs. (KPI)
Read numbers to at least 100 in numerals and in words.
Write numbers to at least 100 in numerals and in words
Use place value and number facts to solve problems. (KPI)
Addition & Subtraction
Solve problems with addition and subtraction using concrete objects and pictorial representations, including those involving numbers, quantities and measures. (KPI)
Solve problems with addition and subtraction applying their increasing knowledge of mental and written methods. (KPI)
Recall and use addition and subtraction facts to 20 fluently. (KPI)
Recall and use addition and subtraction facts to 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 & Division
Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables,
Recognise odd and even numbers. (KPI)
Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (x), division (÷) 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. (KPI)
Fractions
Recognise, find, name and write fractions 1/3, 1/4, 2/4 and 3/4 and recognize the equivalence of 2/4 and 1/2
Write simple fractions of a quantity for example 1/2 of 6 = 3
Measurement
Choose and use appropriate standard units to estimate and measure to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels length/height in any direction (m/cm).
Choose and use appropriate standard units to estimate and measure to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels mass (kg/g).
Choose and use appropriate standard units to estimate and measure to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels temperature (°C).
Choose and use appropriate standard units to estimate and measure to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels capacity (litres/ml).
Compare and order lengths, mass, volume/capacity and record the results using >, < and =.

Recognise and use symbols for pounds (£) and pence (p).
Recognise and 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. (KPI)
Compare and sequence intervals of time.
Tell and write the time to five minutes and draw the hands on a clock face to show these times.
Tell and write the time to 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 number of hours in a day.
Geometry Properties of Shape
Identify and describe the properties of 2-D shapes, including the number of sides .
Line symmetry in a vertical line.
Identify 2-D shapes on the surface of 3-D shapes [for example, a circle on a cylinder and a triangle on a pyramid].
Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces
Compare and sort common 2-D and 3-D shapes and everyday objects. (KPI)
Geometry Position & 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). (KPI)
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. (KPI)