

Year 2

Number and Place Value

- To count on and back in different multiples including 2, 3 and 5 from 0.
- To count on and back in tens from any number.
- To give 10 more and 10 less than a number.
- To recognise the place value of each digit in a two-digit number (tens, ones (units)).
- To partition two-digit numbers into different combinations of tens and ones.
- To identify and represent numbers in different ways, e.g. through objects, pictures and number lines.
- To estimate numbers of objects.
- To compare and order numbers from 0 up to 100.
- To use $<$, $>$ and $=$ signs to compare numbers.
- To read and write numbers to at least 100 in numerals.
- To read and write numbers to at least 100 in words.
- To complete number sequences.

Addition and Subtraction

- To use knowledge of addition facts to 10 to derive addition facts with a total of 20.
- To use knowledge of addition facts to 10 to derive subtraction facts with a total of 20.
- To add a 2-digit number and ones using objects, pictures and mentally.
- To subtract a 2-digit number and ones using objects, pictures and mentally.
- To add a 2-digit number and tens using objects, pictures and mentally.
- To subtract a 2-digit number and tens using objects, pictures and mentally.
- To add two 2-digit numbers by partitioning and recombining and mentally.
- To subtract two 2-digit numbers using a blank number line and mentally.
- To work out mental calculations where regrouping is required, e.g. $52-27$; $91-73^*$
- To use estimation to check that their answers to a calculation are reasonable.
- To begin to use the column method to add two 2-digit numbers.

Emerging = 1-50% of number and 1-50% of everything else **Developing** = 51-99 % of number and around 51-99 % of everything else
Secure = 100% of number and around 100% of other objectives (best fit)

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| <p>To use place value and number facts to solve problems.</p> <p>To round a number to the nearest 10.</p> <p>To use reasoning skills to solve a problem, e.g. sum of 3 odd numbers will always be an odd number*</p> | <p>To begin to use the column method to subtract two 2-digit numbers.</p> <p>To add three 1-digit numbers using objects, pictures and mentally.</p> <p>To know that addition can be done in any order (commutative) and subtract cannot.</p> <p>To recognise and use the inverse relationship between addition and subtraction and use this to check calculations.</p> <p>To use the inverse relationship to solve missing number problems.</p> <p>To solve more complex missing number problems. e.g. $14 + _ - 3 = 1$; $14 + _ = 15 + 27^*$</p> <p>To solve addition problems using objects and pictures, involving numbers, quantities and measures.</p> <p>To solve subtraction problems using objects and pictures, involving numbers, quantities and measures.</p> <p>To solve one and two step word problem involving addition and subtraction*</p> |
| <p>Multiplication and Division</p> | <p>Fractions, Decimals and Percentages and Ratio and Proportion</p> |
| <p>To recall and use the 2, 5 and 10 times tables, including recognising odd and even numbers.</p> <p>To recall and use division facts related to the 2, 5 and 10 times tables.</p> | <p>To name and understand the fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$ and $\frac{3}{4}$.</p> <p>To write simple fractions, e.g. $\frac{1}{2}$ of 6 = 3.</p> <p>To understand fractions as part of a whole.</p> |

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To determine remainders given known facts, e.g. given $15 \div 5 = 3$ and has a remainder of 0, pupil recognises that $16 \div 5$ will have a remainder of 1*

To mentally recall doubles of numbers to 20.

To mentally recall halves of numbers to 20.

To solve multiplication calculations mentally and write them using the \times and $=$ signs.

To solve division calculations mentally and write them using the \div and $=$ signs.

To create multiplication and division number sentences when given 3 related numbers using the \times , \div and $=$ signs.

To know that multiplication can be done in any order (commutative) and division cannot.

To recognise the relationships between $+$ and $-$ and rewrite addition statements as simplified multiplication statements, e.g. $10 + 10 + 10 + 5 + 5 = 3 \times 10 + 2 \times 5 = 4 \times 10^*$

To solve a range of multiplication problems using objects, pictures, arrays, repeated addition, mental methods and multiplication facts.

To use multiplication facts to make deductions outside known multiplication facts, e.g. 18×5 cannot be 92 as it is not a multiple of 5*

To solve a range of division problems using objects, pictures, sharing mental methods and division facts.

To solve one and two step word problem involving multiplication and division*

To recognise the equivalence of $2/4$ and $1/2$.

To recognise the fractions $1/2$, $1/3$, $1/4$, $2/4$ and $3/4$ of a length, shape, set of objects.

To find the fractions $1/3$, $1/4$, $2/4$ and $3/4$ of a length, shape, set of objects and quantity.

To find and compare fractions of amounts, e.g. $1/4$ of $\pounds 20 = \pounds 5$ and $1/2$ of $\pounds 8 = \pounds 4$ so $1/4$ of $\pounds 20$ is greater than $1/2$ of $\pounds 8^*$

To count in fractions up to 10 from any number using $1/2$ and $2/4$ equivalents, e.g. $1 \frac{1}{4}$, $1 \frac{1}{2}$, $1 \frac{3}{4}$, 2 etc.

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| Measure | Geometry |
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| <p>To use standard units 'm/cm' to estimate and measure length/height using rulers.</p> <p>To use standard units 'kg/g' to estimate and measure mass/weight using scales.</p> <p>To use standard units °C to estimate and measure temperature using thermometers.</p> <p>To read scales in divisions of ones, twos, fives and tens in a practical situation where all numbers on the scale are given.</p> <p>To read scales in divisions of ones, twos, fives and tens in a practical situation where not all numbers on the scale are given*</p> <p>To use standard units 'l/ml' to estimate and measure capacity/volume using measuring jugs.</p> <p>To compare (half as high, twice as wide) and order lengths/mass, volume/capacity and record the results using > and < and =</p> <p>To recognise and use the symbols for '£' and 'p'.</p> <p>To combine amounts to make a particular value.</p> <p>To find different combinations of coins that equal the same amounts of money.</p> <p>To solve simple problems involving addition and subtraction of money of the same unit, including giving change.</p> <p>To compare and sequence intervals of time.</p> | <p>To identify and describe the properties of 2D shapes (number of sides, corners and line symmetry in a vertical line)</p> <p>To identify and describe the properties of 3D shapes (number of edges, vertices and faces)</p> <p>To identify 2D shapes on the surface of 3D shapes e.g. circle on a cylinder.</p> <p>To compare and sort common 2D and 3D shapes and everyday objects.</p> <p>To describe similarities and differences of shapes properties, e.g. finds 2 different 2D shapes that have only 1 line of symmetry*</p> <p>*shapes include quadrilaterals, polygons, cuboids, prisms and cones.</p> <p>To order and arrange combinations of mathematical objects in patterns and sequence, e.g. patterns of shapes in different orientations.</p> <p>To describe position, directions and movements, including whole, $\frac{1}{2}$, $\frac{1}{4}$ and $\frac{3}{4}$ turns and link these to right angles.</p> <p>To know clockwise and anti-clockwise directions</p> <p>To know the 4 main compass points (NSEW)</p> |

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| <p>To tell and write the analogue time to quarter past/to the hour and draw the hands on a clock face to show these times.</p> <p>To tell the time on an analogue clock to the nearest five minutes*</p> | |
| <p>Algebra</p> | <p>Statistics</p> |
| <p>None in Year 2</p> | <p>To interpret simple pictograms, tally charts, block diagrams and simple tables.</p> <p>To construct simple pictograms, tally charts, block diagrams and simple tables.</p> <p>To ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity.</p> <p>To ask and answer questions about totalling and comparing categorical data.</p> |

Bold objectives refer to those that may be used by external moderators to assess maths.

* Working at a greater depth within the expected standard

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