Mathematics Year 2 End of Year Expectations

Number & Place Value

Count in steps of 2, 3, and 5 from 0, and in 10s from any number, forward and backward

Recognise the place value of each digit in a two-digit number (10s, 1s)

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.

Measurement

Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°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

Statistics

Interpret and construct simple pictograms, tally charts, block diagrams and 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.

Fractions

Recognise, find, name and write fractions 1/3, 1/4, 2/4 and 3/4 of a length, shape, set of objects or quantity

Write simple fractions, for example 1/2 of 6 = 3 and recognise the equivalence of 2/4 and 1/2.

Calculation

Solve problems with addition and subtraction:

using concrete objects and pictorial representations, including those involving numbers, quantities and measures 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 1s
>
> a two-digit number and 10s
>
> 2 two-digit numbers
>
> adding 3 one-digit numbers

Show that addition of 2 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, including recognising odd and even numbers

Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs

Show that multiplication of 2 numbers can be done in any order (commutative) and division of 1 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

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

Position and Direction

Identify 2-D shapes on the surface of 3-D shapes

Compare and sort common 2-D and 3-D shapes and everyday objects.

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).