

## **Year 2 Curriculum Objectives**

Number- Number and place value	Number- Addition and subtraction	Number- Multiplication and division
<ul> <li>count in steps of 2, 3, and 5 from 0, and in 10s from any number, forward and backward</li> <li>recognise the place value of each digit in a two-digit number (10s, 1s)</li> <li>identify, represent and estimate numbers using different representations, including the number line</li> <li>compare and order numbers from 0 up to 100; use &lt;, &gt; and = signs</li> <li>read and write numbers to at least 100 in numerals and in words</li> <li>use place value and number facts to solve problems</li> </ul>	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:	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 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

Number- Fractions Geo	metry- Properties of shape	
<ul> <li>recognise, find, name</li> <li>and write fractions <sup>1</sup>/<sub>3</sub>, <sup>1</sup>/<sub>4</sub></li> <li>ide the side the</li></ul>	entify and describe the properties of 2-D shapes, including a number of sides, and line symmetry in a vertical line entify and describe the properties of 3-D shapes, including a number of edges, vertices and faces entify 2-D shapes on the surface of 3-D shapes, [for ample, a circle on a cylinder and a triangle on a pyramid] mpare and sort common 2-D and 3-D shapes and everyday jects	<ul> <li>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</li> <li>compare and order lengths, mass, volume/capacity and record the results using &gt;, &lt; and =</li> <li>recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value</li> <li>find different combinations of coins that equal the same amounts of money</li> <li>solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change</li> <li>compare and sequence intervals of time</li> <li>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</li> <li>know the number of minutes in an hour and the number of hours in a day</li> </ul>
ord pat     use and dis and	metry- Position and direction  der and arrange combinations of mathematical objects in tterns and sequences e mathematical vocabulary to describe position, direction d movement, including movement in a straight line and stinguishing between rotation as a turn and in terms of right gles for quarter, half and three-quarter turns (clockwise and ti-clockwise)	Statistics  Interpret and construct simple pictograms, tally charts, block diagrams and tables  Reach and answer simple questions by counting the number of objects in each category and sorting the categories by quantity  Reach and-answer questions about totalling and comparing categorical data