

Year 2 maths

Key performance indicator

Number and place value

Counts in steps of two, three, and five from 0, and in tens from any number, forward and backward

Compares and orders numbers from 0 up to 100

Uses < > and = signs correctly

Uses place value and number facts to solve problems

Addition and subtraction

Solves problems with addition and subtraction by:

- using concrete objects and pictorial representations, including those involving numbers, quantities and measures; and
- 2. applying an increasing knowledge of mental and written methods.

Recalls and uses addition and subtraction facts to 20 and 100:

1. fluently up to 20.

Multiplication and division

Recalls and uses multiplication and division facts for the two, five and 10 multiplication tables, including recognising odd and even numbers

Solves problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts

Fractions (including decimals)

Recognises, finds, names and writes fractions 1/3, 1/4, 2/4, and 3/4 of a length, shape, set of objects or quantity

Performance standard

With reference to the KPIs

By the end of Y2 a child should be mentally fluent with whole numbers, counting and place value. A child should know the number bonds to 20 and be precise in using and understanding place value

Using practical resources, a child can work with numerals, words and the four operations (eg concrete objects and measuring tools)

Using a range of measures, a child can recognise, describe, draw, compare and sort different shapes and use the related vocabulary

A child can describe and compare different quantities such as length, mass, capacity/volume, time and money

A child can read and spell mathematical vocabulary at a level consistent with their increasing word reading and spelling knowledge at key stage 1



Measurement

Solves simple problems in a practical context involving addition and subtraction of money of the same unit including giving change

Geometry: properties of shape

Compares and sorts common 2-D and 3-D shapes and everyday objects

Geometry: position and direction

Uses mathematical vocabulary to describe position, direction and movement including movement in a straight line, and distinguishes between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise)

Statistics

Asks and answers questions about totalling and comparing categorical data