

Year 2 Statutory Requirements

Number and Place Value

Pupils should be taught to:

- ♣ count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward
- ♣ 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 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.

Addition and Subtraction

Pupils should be taught to:

- ♣ 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 ones
 - ♣ a two-digit number and tens
 - ♣ two two-digit numbers
 - ♣ 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 and Division

Pupils should be taught to:

- ♣ 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 (\times), division (\div) 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.

Number -Fractions

Pupils should be taught to:

- ♣ recognise, find, name and write fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$ and $\frac{3}{4}$ of a length, shape, set of objects or quantity
- ♣ write simple fractions for example, $\frac{1}{2}$ of 6 = 3 and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$.

Measurement

Pupils should be taught to:

- ♣ choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature ($^{\circ}\text{C}$); 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

Geometry – Properties of Shapes

Pupils should be taught to:

- ♣ 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
- ♣ identify 2-D shapes on the surface of 3-D shapes [for example, a circle on a cylinder and a triangle on a pyramid]
- ♣ compare and sort common 2-D and 3-D shapes and everyday objects.

Geometry – Position and Direction

Pupils should be taught to:

- ♣ 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 anticlockwise).

Overview of Year 2

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
Autumn	Number: Place Value			Number: Addition and Subtraction				Measurement: Money		Number: Multiplication and Division		
Spring	Number: Multiplication and Division		Statistics		Geometry: Properties of Shape		Number: Fractions			Measurement: Length and Height	Consolidation	
Summer	Geometry: Position and Direction			Problem solving and efficient methods		Measurement: Time		Measurement: Mass, Capacity and Temperature		Investigations		