

Ramsey Manor Lower School

Maths Curriculum Year 2

Place Value	1. Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward or backward.
	2. Recognise the place value of each digit in a two-digit number (tens, ones).
	3. Identify, represent and estimate numbers using different representations, inc. the number line.
	4. Compare and order numbers from 0 up to 100; use <, > and = signs.
	5. Read and write numbers to at least 100 in numerals and in words.
Add and Sub	6. Solve problems with addition and subtraction: using concrete objects and pictorial representations; applying their increasing knowledge of mental and written methods.
	7. Recall and use add and subtract facts to 20 fluently, and derive and use related facts up to 100.
	8. Add and sub numbers using concrete objects, pictorial representations, and mentally, including: a 2-digit number and 1s or 10s; two 2-digit numbers; adding three 1-digit numbers.
	9. Show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot.
	10. Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and missing number problems.
Mult and Div	11. Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers.
	12. Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (\times), division (\div) and equals (=) signs.
	13. Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot.
	14. Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.
Fract	15. Recognise/find/name/write fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$, $\frac{3}{4}$ of a length, shape, set of objects or quantity.
	16. Write simple fractions e.g. $\frac{1}{2}$ of 6 = 3 and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$.
MEASURE	17. Choose/use appropriate stand units to estimate/measure length/height (m/cm); mass (kg/g); temp ($^{\circ}$ C); cap (litres/ml) to nearest unit, using rulers, scales, thermometers and measuring vessels.
	18. Compare and order lengths, mass, volume/capacity and record the results using >, < and = .
	19. 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.
	20. Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change.
	21. Compare and sequence intervals of time. Know the number of minutes in an hour and the number of hours in a day.
	22. 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.
GEOMETRY	23. Identify and describe the properties of 2D shapes, including the number of sides and symmetry in a vertical line.
	24. Identify and describe the properties of 3D shapes, inc the no. of edges, vertices and faces.
	25. Identify 2D shapes on the surface of 3D shapes, e.g. circle on a cylinder; a triangle on a pyramid.
	26. Compare and sort common 2D and 3D shapes and everyday objects.
	27. Order and arrange combinations of mathematical objects in patterns and sequences.
	28. Use math vocab to describe position, direction & movement inc movement in a straight line and distinguishing rotation as a turn & in terms of right angles for $\frac{1}{4}$, $\frac{1}{2}$, & $\frac{3}{4}$ turns (clock/anti-clockwise).
STATS	29. Interpret and construct simple pictograms, tally charts, block diagrams and simple tables.
	30. 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.