

Year 2 Requirements

Number

Number and Place Value	Addition and Subtraction	Multiplication and Division	Fractions
<ul style="list-style-type: none"> ○ 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. 	<p>solve problems with addition and subtraction:</p> <ul style="list-style-type: none"> ○ using concrete objects and pictorial representations, including those involving numbers, quantities and measures ○ applying their increasing knowledge of mental and written methods <p>recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100</p> <p>add and subtract numbers using concrete objects, pictorial representations, and mentally, including:</p> <ul style="list-style-type: none"> ○ a two-digit number and ones ○ a two-digit number and tens ○ two two-digit numbers ○ adding three one-digit numbers <p>show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot</p> <ul style="list-style-type: none"> ○ recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems 	<ul style="list-style-type: none"> ○ 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. 	<ul style="list-style-type: none"> ○ 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 $\frac{1}{2}$

Measurements	Geometry		Statistics
	Properties of Shapes	Direction and Position	
<ul style="list-style-type: none"> ○ choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature ($^{\circ}$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 	<ul style="list-style-type: none"> ○ 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 	<ul style="list-style-type: none"> ○ 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). 	<ul style="list-style-type: none"> ○ interpret and construct simple pictograms, tally charts, block diagrams and simple 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.

