COTTINGLEY VILLAGE PRIMARY SCHOOL *Together we'll succeed*

Year Two Maths Expectations

Place Value	Addition and Subtraction	Multiplication and Division	Fractions	Measures	Geometry	Statistics
Working with at least numbers to 100 – then beyond when confident to deepen understanding of patterns	Reason to solve problems with addition and subtraction using concrete objects and pictorial representations, including those involving numbers, quantities and measures;	Recall and use multiplication facts for the 2s, 5s and 10 x tables – including recognition of odd and even numbers	Recognise, find, name and write fractions of half of a length, shape, set or objects or quantity	Choose/use appropriate stand units to estimate/measure length/height (m/cm); mass (kg/g); temp (°C); cap (litres/ml) to nearest unit, using rulers, scales, thermometers and measuring vessels.	Identify & describe the properties of 2D shape including number of sides and lines of symmetry in a vertical line – quadrilateral, polygon, pentagon, hexagon, octagon, triangle, circle, rectangle, square	Interpret & construct simple pictograms, tally charts, block diagrams and tables
Count in steps of 2, 3, and 5 from 0, and in 10s from any number, forward and backward		Use manipulatives and representations inc arrays to begin to understand the concept of equal groups in the context of multiplication & division	**Begin to find ¼ and 1/3 of a small set of objects**			Ask & answer questions about totalling & comparing data
Identify 10 more and 10 less than a given number	Apply increasing knowledge or mental and written methods including bridging using a part-whole model and number line	Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs.	Write simple fractions eg ½ of 6 = 3	Compare and order lengths, mass, volume/capacity and record the results using >, < and = .	Identify & describe the properties of 3D shape including number of edges, vertices and faces – cuboids, cubes, prisms, cones and spheres	Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity
Recognise the place value of each digit in two-digit numbers, and compose and decompose two-digit numbers using standard & non-standard partitioning.			Count in fractions up to 10 for example ¼, 2/4, ¾, 1, 1 ¼ ,			
Identify, represent and estimate numbers using different manipulatives and pictorial reps	Recall and use addition & subtraction facts to 20 fluently & use related facts to 100		Recognise the equivalence of 2/4s and ½ in practical contexts and when counting in fractions	Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value.	Identify 2D shapes on the surface of 3D shapes, e.g. circle on a cylinder; a triangle on a pyramid.	
Place 2-digit numbers on number lines (marked and unmarked)	I can + and - using concrete, pictorial representations, and mentally, including:a 2-digit number & ones a 2-digit number & 10s two 2-digit numbers adding 3 1-digit numbers	Show that x can be done in any order (commutative) but division cannot	Begin to understand ¾ as the first example of a non-unit fraction		Reason to use venn diagrams and carroll diagrams to sort 2D & 3D shapes on the basis of their properties using precise vocabulary eg. Number of faces, vertices and faces	
Compare and order numbers from 0 up to 100; use <, > and = signs.		Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts	Reason to problem solve by making links with fractions to sharing and grouping	Find different combinations of coins that equal the same value of money.		
Read and write numbers to at least 100 in numerals and in words.	Show + can be done in any order (is commutative) and subtraction is not		Reason to problem solve with fractions in context – for example - measures	Compare and sequence intervals of time	Begin to draw lines and shapes using a straight edge	
Use place value and number facts to reason and solve problems - T/F, agree or disagree and justify orally, generalise, work systematically	Recognise and use inverse operations for addition and subtraction and use to solve problems including finding missing numbers	Reason and problem solve for example : Make links between multiplication and division through doubling & halving Investigate and make generalisations about patterns in the 2s, 5s & 10 x tables		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	Describe position, direction & movement inc distinguishing rotation as a turn & in terms of right angles for ¼, ½, & ¾ turns (clock/anti-clockwise).	
Develop logic – identifying what is known and how to use this to work backwards and solve a problem	Understand 'how many more' & 'difference'			Know the number of minutes in an hour and hours in a day	Order & arrange combinations of mathematical objects in patterns & sequences	