#### Measure

Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels.

Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value.

Be able to 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.

## Position and Direction

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).



# Ivy Bank Primary School

## End of year Maths expectations for

Year 2

This booklet provides information for parents and carers on the end of year maths expectations for children in our school. These expectations are the minimum requirements your child needs to meet if they want to be secure (Y2S) and make continued progress the following year.

Any extra support you can provide in helping your child achieve these targets is greatly valued. On the website there are some ideas on how best to support your child and these will be updated each half term.

If you have any questions regarding the content of this booklet or would like support in knowing how best to help your child, please speak to your child's class teacher.



By the end of Year 2 a child working at the age related expectation should be able to:

#### Number and Place Value

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).

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

Solve problems with addition and subtraction using concrete objects and pictorial representations, including those involving numbers, quantities and measures

Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100.

Solve problems with addition and subtraction applying their increasing knowledge of mental and written methods.

#### **Fractions**

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 e.g.  $\frac{1}{2}$  of 6 = 3 and recognise the equivalence of two quarters and one half.

Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers.

**Multiplication and Division** 

Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (\*), division (÷) and equals (=) signs.

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

## Properties of Shape

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.

### <u>Statistics</u>

To 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.