Year 2 Maths Objectives

Place Value

COUNTING	count in steps of 2, 3, and 5 from 0, and in tens from any number, forward or backward
COMPARING NUMBERS	compare and order numbers from 0 up to 100; use <, > and = signs
ESTIMATING NUMBERS	identify, represent and estimate numbers using different representations, including the number line
READING & WRITING NUMBERS	read and write numbers to at least 100 in numerals and in words
UNDERSTANDING PLACE VALUE	recognise the place value of each digit in a two-digit number (tens, ones)
PROBLEM SOLVING	use place value and number facts to solve problems

Addition & Subtraction

NUMBER BONDS	recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100
MENTAL CALCULATION	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
CHECKING ANSWERS	recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.
PROBLEM SOLVING	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 solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change

Multiplication & Division

MULTIPLICATION & DIVISION FACTS	count in steps of 2, 3, and 5 from 0, and in tens from any number, forward or backward recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers
MENTAL CALCULATION	show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot
WRITTEN CALCULATION	calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and

	equals (=) signs
PROBLEM SOLVING	solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts

Algebra

EQUATIONS	recognise and use the inverse relationship between addition and subtraction and use this to check calculations and **missing number** problems. recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100
SEQUENCES	compare and sequence intervals of time order and arrange combinations of mathematical objects in patterns

Fractions (including decimals & percentages)

COUNTING IN FRACTIONAL STEPS	Pupils should count in fractions up to 10, starting from any number and using the1/2 and 2/4 equivalence on the number line
RECOGNISING FRACTIONS	recognise, find, name and write fractions 1/3, 1/4, 2/4 and 3/4 of a length, shape, set of objects or quantity
EQUIVALENCE	write simple fractions e.g. 1/2 of 6 = 3 and recognise the equivalence of 2/4 and 1/2. *MUST: Recognise that two halves make one whole.* *SHOULD: Recognise that four quarters make one whole.* *COULD: Begin to recognise that two quarters and one half are equivalent*

Geometry: Position & Direction

POSITION, DIRECTION & MOVEMENT	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)
PATTERN	order and arrange combinations of mathematical objects in patterns and sequences

Geometry: Properties of shape

IDENTIFYING SHAPES & THEIR PROPERTIES	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]
COMPARING & CLASSIFYING	compare and sort common 2-D and 3-D shapes and everyday objects

Measurement

COMPARING &	compare and order lengths, mass, volume/capacity and record the results

ESTIMATING	using >, < and =
	compare and sequence intervals of time
MEASURING & CALCULATING	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
	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
TELLING THE 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.
	MUST: Read time to hour on analogue or 12-hour digital clock.
	SHOULD: Read time to half hour on analogue / 12 hour digital clocks.
	COULD: Read time to half and quarter hour on analogue and 12-hour digital clocks.
	know the number of minutes in an hour and the number of hours in a day.
CONVERTING	know the number of minutes in an hour and the number of hours in a day. (appears also in Telling the Time)

Statistics

INTERPRETING, CONSTRUCTING & PRESENTING DATA	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