

# **Mathematics (Year 2)**

## Number

## Counting and sequences

2Nc.01 Count objects from 0 to 100.

2Nc.02 Recognise the number of objects presented in unfamiliar patterns up to 10, without counting.

2Nc.03 Estimate the number of objects or people (up to 100).

2Nc.04 Count on and count back in ones, twos, fives or tens, starting from any number (from 0 to 100).

2Nc.05 Recognise the characteristics of even and odd numbers (from 0 to 100).

2Nc.06 Recognise, describe and extend numerical sequences (from 0 to 100).

#### Money

2Nm.01 Recognise value and money notation used in local currency.

2Nm.02 Compare values of different combinations of coins or notes.

#### Integers and powers

2Ni.01 Recite, read and write number names and whole numbers (from 0 to 100).

2Ni.02 Understand and explain the relationship between addition and subtraction.

2Ni.03 Recognise complements of 20 and complements of multiples of 10 (up to 100).

2Ni.04 Estimate, add and subtract whole numbers with up to two digits (no regrouping of ones or tens).

2Ni.05 Understand multiplication as:

- repeated addition

- an array.

2Ni.06 Understand division as:

- sharing (number of items per group)
- grouping (number of groups)
- repeated subtraction.

2Ni.07 Know 1, 2, 5 and 10 times tables.

#### Place value, ordering and rounding

2Np.01 Understand and explain that the value of each digit in a 2-digit number is determined by its position in that number, recognising zero as a place 2Np.02 Compose, decompose and regroup 2-digit numbers, using tens and ones.

2Np.03 Understand the relative size of quantities to compare and order 2-digit numbers.

2Np.04 Recognise and use ordinal numbers.

2Np.05 Round 2-digit numbers to the nearest 10.

#### Fractions, decimals, percentages, ratio and proportion

2Nf.01 Understand that an object or shape can be split into four equal parts or four unequal parts.

2Nf.02 Understand that a quarter can describe one of four equal parts of a quantity or set of objects.

2Nf.03 Understand that one half and one quarter can be interpreted as division.

2Nf.04 Understand that fractions (half, quarter and three-quarters) can act as operators.

2Nf.05 Recognise the relative size of 1/4, 1/2, 3/4 and 1, and the equivalence of 1/2 and 2/4, and 2/2, 4/4 and 1.

2Nf.06 Understand and visualise that wholes, halves and quarters can be combined to create new fractions.

#### Geometry and Measure

#### Time

2Gt.01 Order and compare units of time (seconds, minutes, hours, days, weeks, months and years).

2Gt.02 Read and record time to five minutes in digital notation (12-hour) and on analogue clocks.

2Gt.03 Interpret and use the information in calendars.

#### Geometrical reasoning, shapes and measurements

2Gg.01 Identify, describe, sort, name and sketch 2D shapes by their properties, including reference to regular polygons, number of sides and vertices. Recognise these shapes in different positions and orientations.

2Gg.02 Understand that a circle has a centre and any point on the boundary is at the same distance from the centre.

2Gg.03 Understand that length is a fixed distance between two points. Estimate and measure lengths using non-standard or standard units.

2Gg.04 Draw and measure lines, using standard units.

2Gg.05 Identify, describe, sort and name 3D shapes by their properties, including reference to number and shapes of faces, edges and vertices.

2Gg.06 Understand that mass is the quantity of matter in an object. Estimate and measure familiar objects using non-standard or standard units.

2Gg.07 Understand that capacity is the maximum amount that an object can contain. Estimate and measure the capacity of familiar objects using non-2Gg.08 Identify 2D and 3D shapes in familiar objects.

2Gg.09 Identify a horizontal or vertical line of symmetry on 2D shapes and patterns.

2Gg.10 Predict and check how many times a shape looks identical as it completes a full turn.

2Gg.11 Understand that an angle is a description of a turn, including reference to the terms whole, half and quarter turns, both clockwise and

2Gg.12 Understand a measuring scale as a continuous number line where intermediate points have value.

#### **Position and transformations**

2Gp.01 Use knowledge of position and direction to describe movement.

2Gp.02 Sketch the reflection of a 2D shape in a vertical mirror line, including where the mirror line is the edge of the shape.

#### Statistics and Probability Statistics

2Ss.01 Conduct an investigation to answer non-statistical and statistical questions (categorical data).

2Ss.02 Record, organise and represent categorical data. Choose and explain which representation to use in a given situation:

- lists and tables
- Venn and Carroll diagrams
- tally charts
- block graphs and pictograms.

2Ss.03 Describe data, identifying similarities and variations to answer non-statistical and statistical questions and discuss conclusions.

# Probability

2Sp.01 Use familiar language associated with patterns and randomness, including regular pattern and random pattern.

2Sp.02 Conduct chance experiments with two outcomes, and present and describe the results.