Year 2 Mathematics Targets

Number and Place Value	Number – Addition & Subtraction	Number - Multiplication and Division	Number – Fractions
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 correctly;** - read and write numbers to at least 100 in numerals and in words; **use place value and number facts to solve problems.**	**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;** **recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 (fluently up to 20);** - 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; - recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.	**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 (×), division (÷) 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.**	**recognise, find, name and write fractions $\frac{1}{2}$, $\frac{1}{3}$, $\frac{1}{4}$ and $\frac{3}{4}$ of a length, shape, set of objects or quantity;** - write simple fractions for example, ½ of 6 =3 and recognise the equivalence of $\frac{1}{2}$ and $\frac{2}{4}$.

Measurement	Geometry – Properties of shapes	Geometry - Position and Direction	Statistics
- 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; - 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.	- 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.**	- 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).**	- 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.**