

## Y2 Curriculum Summary

### Arithmetic

#### Number & Place Value

1. Identify gaps in number sequences when counting in 2,5,10
2. Understand that multiplying by two is the same as doubling
3. Count in steps of 2, 3 and 5 from 0 forward or backward
4. Count in steps of ten from any number, forward or backward

#### Addition and Subtraction

1. Add and subtract with up to two digit numbers using efficient written methods
2. Solve addition and subtraction problems including: a two-digit number and ones, a two-digit number and tens, two two-digit numbers, adding three one-digit numbers
3. Starting with the larger number, show that addition is commutative but subtraction is not
4. Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems

#### Multiplication and Division

1. Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables
2. Recall and use multiplication and division facts for the 3 and 4 multiplication tables
3. Multiply and divide one and two digit numbers by one and ten
4. Show that multiplication of two numbers can be done in any order (commutative), but division of one number by another cannot

#### Fractions

- Calculate and write simple fractions of a quantity e.g.  $\frac{1}{2}$  of 6 = 3
- Understand that halving is the same as dividing by two

#### Measurement

- Solve simple problems involving addition and subtraction of money of the same unit, including giving change

### Reasoning

#### Number & Place Value

1. Recognise the place value of each digit in a two-digit number (tens, ones)
2. Partition two digit numbers into tens and ones developing conceptual understanding of place value (link to counting in 10, 1)
3. Recognise that all multiples of 2 end in 0, 2, 4, 6 and 8.
4. Recognise that all multiples of 5 end in 0 and 5, all multiples of 10 end in 0
5. Compare and order numbers from 0 up to 100; use <, > and = signs

#### Addition and Subtraction

1. Understand number bonds to 20 securely using number bonds to 10 e.g.  $3 + 7 = 10$  so  $13 + 7 = 20$
2. Solve problems with addition and subtraction (including using pictorial representations) including: a two-digit number and ones, a two-digit number and tens, two two-digit numbers, adding three one-digit numbers

#### Multiplication and Division

1. Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication ( $\times$ ), division ( $\div$ ) and equals (=) signs
2. Understand that dividing by two is the same as halving (link to fractions)

#### Fractions

1. Understand the concept of a whole and understand the concept of fractions being equal parts of one whole
2. Recognise, find, name and write fractions  $\frac{1}{3}$ ,  $\frac{2}{4}$  and  $\frac{3}{4}$  of a length, shape, set of objects
3. Recognise the equivalence of  $\frac{2}{4}$  and  $\frac{1}{2}$
4. Understand (using unit fractions and visual representation) that:
  - Halves are two equal parts of one whole and two halves are equivalent to one whole ( $\frac{2}{2} = 1$ )
  - Thirds are three equal parts of one whole and three thirds are equivalent to one whole ( $\frac{3}{3} = 1$ )
  - Quarters are four equal parts of one whole and four quarters are equivalent to one whole ( $\frac{4}{4} = 1$ )

#### Measurement

1. Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature ( $^{\circ}$ C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels
2. Introduce and reinforce the concept of equivalence; 1000ml is equivalent (equal) to 1l, 100p = £1 etc.
3. Recognise and use the symbols for pounds (£) and pence (p); combine amounts to make a particular value

4. Find different combinations of coins that equal the same amounts of money up to £2
5. Solve simple practical problems involving addition and subtraction of money

#### **Time**

1. Know the number of minutes in an hour and the number of hours in a day
2. Tell and write the time to quarter past/to the hour and draw the hands on a clock face to show these times

#### **Properties of Shapes**

1. Identify the properties of 2d shapes (including number of sides, corners/vertices)
2. Identify the properties of 3d shapes (including number of faces, edges, vertices)

#### **Position and Direction**

1. Describe position, direction and movement in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise)

#### **Data and Statistics**

1. Ask and answer simple questions by counting the number of objects in each category and sorting categories by quantity
2. Interpret simple pictograms, tally charts, block diagrams and simple tables
3. Construct simple pictograms, tally charts, block diagrams and simple tables