Maths

Age related expectations Assessment Grid for Maths: Year 2

	Number & Place Value	Addition & Subtraction	Multiplication & Division	Fractions	Measurement	Geometry: Shape Properties	Geometry: Position & Direction	Statistics
Year 2: Emerging	Count in steps of 2 and 5 from 0, and in tens from any number, forward Identify numbers using different representations, including the number line Read numbers to at least 100 in numerals and in words	Solve problems with addition *Using concrete objects and pictorial representations including those involving number, quantities and measures; *applying their increasing knowledge of mental and written methods Recall and use addition facts to 20 and 100: *fluently up to 20 *related facts to 100 Add and subtract numbers using concrete objects, pictorial representations, and mentally, including *a two digit number and ones *a two digit number and tens	Recall and use multiplication facts for the 2,5 and 10 multiplication tables Calculate the mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (x), division (÷) and equals (=) signs	Recognise, find, name and write fractions $\frac{1}{2}$, $\frac{1}{4}$, of a length, shape, set of objects or quantity	Compare and order lengths, mass, volume/capacity and record the results using >, < and = Recognise and use symbols for pence (p) Compare and sequence intervals of time	Compare and sort common 2d and 3d shapes and everyday objects	Order and arrange combinations of mathematical objects in patterns and sequences	Interpret and construct simple pictograms, tally charts, block diagrams and simple table
Year 2: Meeting	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 Read and write numbers to at least 100 in numerals and in words Use place value and number facts to solve problems	Recall and use addition and subtraction facts to 20 and 100: *fluently up to 20 *related facts to 100 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 number Show that addition of two numbers can be done in any order and subtraction of one number from another cannot Solve problems with addition and subtraction *Using concrete objects and pictorial representations including those involving number, quantities and measures; *applying their increasing knowledge of mental and written methods Recognise and use the inverse relationship between + and – 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 Show that multiplication of two numbers can be done in any order and that division of one number by another cannot Calculate the mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (x), 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	Recognise, find, name and write fractions 1/3, $\frac{1}{4}$, 2/4 and $\frac{3}{4}$ of a length, shape, set of objects or quantity Write simple fractions for example $\frac{1}{2}$ of 6 =3 and recognise the equivalence of 2/4 and 1/2	Recognise and use symbols pound (£) 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 practical context involving addition and subtraction of money of the same unit, including giving change Know the number of minutes in an hour and the number of hours in a day 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 Choose and use appropriate standard units to estimate and measure to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels *length/height in any direction (cm/m) *mass (g/kg) *temperature (°C) *capacity (ml/l)	Identify and describe the properties of 2d shapes, including the number of sides and line symmetry in a vertical line Identify and describe the properties of 3d shapes including the number of edges, vertices and faces Identify 2d shapes on the surface of 3d shapes (for example a circle on a cylinder)	Use mathematical vocabulary to describe position, direction and movement, including distinguishing between rotation as a turn and in terms of right angles for quarter, half and three quarter turns (clockwise and anticlockwise), and movement in a straight line	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
Year 2: Advancing	Use an appropriate strategy to add and subtract numbers that move between and through 100 e.g. 97+7 and 103-8	Add and subtract two 2 digit numbers to 100 Apply knowledge of number up to 100 to solve a one-step problem involving addition and subtraction Use the language of sum and difference in context	Apply knowledge of number up to 100 to solve a one-step problem involving multiplication and division	Add and subtract fractions with a common denominator Use fractions with denominators as above to solve problems within the classroom/ outdoor area	Tell the time to 5 minute intervals in both analogue and digital and relate one to the other Measure, compare, add and subtract using common metric measures Apply knowledge of addition and subtraction to pay for items, up to £10, within a problem solving context	Know about right angles and where they can be seen in the environment	Use the above to plan a route around their environment for others to follow	Apply the skills above to other areas of the curriculum