## Key Learning Indicators of Performance: Year 2

Number - number and place value

- Count in steps of 2,3 , and 5 from 0 , and in tens from any number, forward and backward.
- Read and write numbers to at least 100 in numerals and in words.
- 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.
- Partition numbers in different ways (e.g. $23=20+3$ and $23=10+13$ ).
- Compare and order numbers from 0 up to 100; use <, > and = signs.
- Find 1 or 10 more or less than a given number.
- Round numbers to at least 100 to the nearest 10
- Understand the connection between the 10 multiplication table and place value.
- Describe and extend simple sequences involving counting on or back in different steps
- Use place value and number facts to solve problems.

Number - addition and subtraction

- Choose an appropriate strategy to solve a calculation based upon the numbers involved (recall a known fact, calculate mentally, use a jotting).
- Select a mental strategy appropriate for the numbers involved in the calculation.
- Show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot.
- Understand subtraction as take away and difference (how many more, how many less/fewer).
- Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 (bonds totalling 5, 10 and 20).
- Recall and use number bonds for multiples of 5 totalling 60 (to support telling time to nearest 5 minutes)
- Add and subtract numbers using concrete objects, pictorial representations, and mentally, including:
o-digit number and ones.
- a two-digit number and tens.
- two two-digit numbers.
- adding three one-digit numbers.
- Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.
- Solve problems with addition and subtraction including with missing numbers:
- using concrete objects and pictorial representations, including those involving numbers, quantities and measures.
- applying their increasing knowledge of mental and written methods.

Number - multiplication and division

- Understand multiplication as repeated addition and arrays.
- Understand division as sharing and grouping and that a division calculation can have a remainder.
- Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot.
- Recall and use multiplication and division facts for the 2,5 and 10 multiplication tables, including recognising odd and even numbers.
- Derive and use doubles of simple two-digit numbers (numbers in which the ones total less than 10).
- Derive and use halves of simple two-digit even numbers (numbers in which the tens are even).
- Calculate mathematical statements for multiplication using repeated addition) and division within the multiplication tables and write them using the multiplication ( $\times$ ), division $(\div$ ) and equals (=) signs.
- Solve problems involving multiplication and division (including those with remainders), using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts


## Key Learning Indicators of Performance: Year 2

| Number - fractions | Geometry - properties of shapes | Measurement |
| :---: | :---: | :---: |
| - Understand and use the terms numerator and denominator. <br> - Understand that a fraction can describe part of a set. <br> - Understand that the larger the denominator is, the more pieces it is split into and therefore the smaller each part will be. <br> - Recognise, find, name and write fractions $\frac{1}{3}, \frac{1}{4}, \frac{2}{4}$ and $\frac{3}{4}$ of a length, shape, set of objects or quantity. <br> - Write simple fractions for example, $\frac{1}{2}$ of $6=3$ and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$. <br> - Count on and back in steps of $\frac{1}{9}$ and $\frac{1}{4}$. | - Identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line. <br> - Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces. <br> - Identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid]. | - Choose and use appropriate standard units to estimate and measure length/height in any direction ( $\mathrm{m} / \mathrm{cm}$ ); mass ( $\mathrm{kg} / \mathrm{g}$ ); temperature $\left({ }^{\circ} \mathrm{C}\right)$; capacity and volume ( $(\mathrm{itres} / \mathrm{ml})$ to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels (within children's place value competence). <br> - Compare and order lengths, mass, volume/capacity and record the results using >, < and $=$. <br> - Recognise and use symbols for pounds ( $£$ ) and pence (p). <br> - Combine amounts to make a particular value. <br> - Find different combinations of coins that equal the same amounts of money. <br> - Compare and sequence intervals of time. <br> - Tell and write the time to five minutes, including quarter past/to |
|  | Geometry - position and direction | the hour and draw the hands on a clock face to show these times. |
|  | - Order/arrange combinations of mathematical objects in patterns/sequences. <br> - 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). | - Know the number of minutes in an hour and the number of hours in a day. <br> - Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change and measures (including time). |

- Compare and sort objects, numbers and common 2-D and 3-D shapes and everyday objects
- 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.

