

# Year 2 Maths Expectations



Y2	Maths - Expected Standard
Number and Place Value	Count forward in steps of 2, 3, 10 and 5 from any number up to 100.
	Count backward in steps of 2, 3, 10 and 5 from any number near to 100.
	Order at least three numbers both increasing and decreasing from 0 up to 100 using $<$ , $>$ and $=$
	Partition numbers (tens, ones) and use this to solve missing number problems.
	Read and write numbers to at least 100 in numerals and in words.
+ and -	Mentally add two that have tens and units up to 100.
	Mentally add three single digit numbers.
	Check my answers to missing number problems by using the inverse.
	Solve simple addition and subtraction word problems up to 100.
	Add two numbers that have tens and units using column method with no carrying.
	Subtract two numbers that have tens and units using column method and no exchanging.
x and ÷	Write multiplication statements for x2, x5, and x10 using the multiplication and equals signs.
	Write division statements for x2, x5, and x10 using the division and equals signs.
	Solve one-step multiplication problems using apparatus if required.
	Solve one-step division problems using apparatus if required.
1/2 and 1/4	Explain how two quarters is the same as one half.
	Calculate one third and one quarter of numbers up to 100.
	Count in quarters up to 10.

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<b>Measures</b>	Estimate and measure length and height, mass, temperature and capacity to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels.
	Read scales to the nearest numbered unit.
	Understand 0°C and 100°C and estimate the outside room temperature.
	Tell and write the time to five minutes, and draw the hands on a clock face to show these times.
	Compare and sequence intervals of time.
	Add and subtract amounts up to £50 and work out the change from £5.
	Make different amounts of money using the correct coins.
<b>Shape</b>	Name and describe 2-D shapes, by the number of sides, right angles and symmetry.
	Name and describe 3-D shapes, by the number of edges, corners, faces and right angles.
	Make different nets for cubes and cuboids.
	Make my own symmetrical shapes by drawing lines using a ruler.
	Describe the amount of turn using right angles for quarter, half and three quarter turns (clockwise and anti-clockwise), and movement in a straight line.
<b>Statistics</b>	Make a block diagram and ask and answer questions about it.
	Ask and answer questions about the information in a simple table.