Veer 2 Methe Curriculum 2014 Neme		
Year 2 Maths Curriculum 2014 Name: Numbers and the number system Image: Control of the number system		
count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward KPI		
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. Rounding.		
compare and order numbers from 0 up to 100; KPI		
use <, > and = signs KPI		
read and write numbers to at least 100 in numerals and in words		
use place value and number facts to solve problems. KPI		
recall of doubles and halves to 20		
Addition and subtraction		
solve problems with addition and subtraction:		
using concrete objects and pictorial representations, including those involving numbers, quantities and		
measures KPI		
applying their increasing knowledge of mental and written methods KPI		
recall and use addition and subtraction facts to 20 fluently, KPland derive and use related facts up 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 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.		
Multiplication and division		
recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising		
odd and even numbers KPI		
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 contextsKPI		
Fractions and decimals		
recognise, find, name and write fractions $1/3$, $\frac{1}{3}$, $\frac{2}{4}$ and $\frac{3}{4}$ of a length, shape, set of objects or quantity KPI write simple fractions for example 1/ of $C = 2$ and recognize the equivelence of $\frac{2}{4}$ and $\frac{1}{2}$		
write simple fractions for example, ½ of 6 = 3 and recognise the equivalence of 2/4 and 1/2		
Measurement 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 KPI		
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.		
Geometry		
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 2 D shapes, including the number of edges, vertices and fores		
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. KPI order and arrange combinations of mathematical objects in patterns and sequences	├	<u> </u>
use mathematical vocabulary to describe position, direction and movement, including movement in a straight	├── ┤──	
lineand distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter		
turns (clockwise and anti-clockwise)KPI		
Statistics		
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.		