End of Year Expectations – Year 2

Number:
- I can read and write all numbers to at least 100 in numerals and words.
- I recognise odd and even numbers to 100.
- I can count in steps of 2, 3 and 5 from 0.
- I recognise and can define the place value of each digit in a 2 digit number.
- I can compare and order numbers from 0 to 100 using the < > and = signs.
- I can name the fractions 1/3, 1/4, 1/2 and 3/4 and can find fractional values of shapes, lengths and numbers.
- I can recall and use multiplication and division facts for the

2, 5 and 10x tables.
- I can add and subtract a 2-digit number and ones.
- I can add and subtract a 2-digit number and tens.
- I can add and subtract two 2-digit numbers.
- I can add three 1-digit numbers.
- I can solve problems involving addition and subtraction.
- I understand and can use commutivity in relation to addition, subtraction, multiplication. and division.

Measurement, Geometry and Statistics:
- I can choose and use appropriate standard units to estimate length, height, temperature and capacity.
- I can tell and write the time to 5 minute intervals.
- I recognise and can use the symbols £ and p when solving problems involving addition and subtraction of money.
- I can describe the properties of 2D and 3D shapes to include edges, vertices and faces.
- I can interpret and construct pictograms, tally charts, block diagram and simple tables.

Supporting your child at home with maths

Key Stage One

Year 2

Help your child learn to count forwards and backwards in 2s, 5s, 10s and 3s.

Give your child a two digit number to start from – count on and back in tens or ones from that number.

Ideas for games -

Car number plates
One person is 'even' and the other is 'odd'. Add up the digits on the car number plates, if the answer is even the Even person scores a point; if it's odd the Odd person scores.

Guess and count
Guess how many of all kinds of things, then count to check. E.g How many steps do you think it is from here to the car? Let's count and check. How many minutes do you think we will have to wait in the queue? Let's count and check

Out and about
♦ During a week, look outside for 'thirties' numbers, such as 34 or 38, on house doors, number plates, bus stops, etc. How many can you spot? What is the biggest one you can find?

31 39 36 35 33

♦ Next week, look for 'fifties' numbers, or 'sixties'…

Number facts
You need a 1–6 dice.
♦ Take turns. Roll the dice. See how quickly you can say the number to add to the number on the dice to make 10, e.g.

and 6

♦ If you are right, you score a point.
♦ The first to get 10 points wins.

You can extend this activity by making the two numbers add up to 20, or 50.

Speedy pairs to 10
Make a set of 12 cards showing the numbers 0 to 10, but with two 5s. If you wish, you could use playing cards.

♦ Shuffle the cards and give them to your child.
♦ Time how long it takes to find all the pairs to 10.

0	10		2	8		4	6
1	9		3	7		5	5

Repeat later in the week. See if your child can beat his / her time.

Board Games

Make a board like this.
The numbers are arranged
differently from usual, but the
games will still work if you use
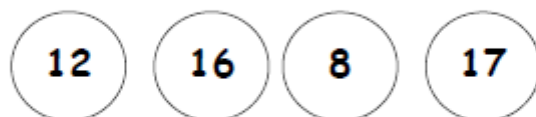a normal snakes and ladders
board.

- Roll a dice twice. Add the two numbers.
- Move along that number of spaces. Before you move, you
  must work out what number you will land on.
- If you are wrong, you don't move!
- The first to the end of the board wins.

For a change, you could roll the dice and move backwards. Or
you could roll the dice once, then move the number that goes with
your dice number to make 10, e.g. throw a 3, move 7.

Shopping maths

After you have been shopping, choose 6 different items each costing
less than £1. Make a price label for each one,
e.g. 39p, 78p. Shuffle the labels. Then ask your child to do
one or more of these.

- Place the labels in order, starting with the lowest.
- Say which price is an odd number and which is an even number.
- Add 9p to each price in their head.
- Take 20p from each price in their head.
- Say which coins to use to pay exactly for each item.
- Choose any two of the items, and find their total cost.
- Work out the change from £1 for each item.

Circle trios

Draw four circles each on your piece of paper. Write four numbers
between 3 and 18, one in each circle.

- Take turns to roll a dice three times and add the three numbers.
- If the total is one of the numbers in your circles then you may
  cross it out.
- The first to cross out all four circles wins.

Pasta subtraction

For this game you need a dice
and some dried pasta or buttons.

- Start with a pile of pasta in the middle. Count them.
- Throw a dice. Say how many pieces of pasta will be left if
  you subtract that number.
- Then take the pieces of pasta away and check if you were
  right!
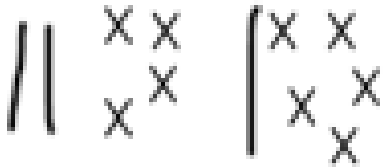- Keep playing.
- The person to take the last piece wins !

Support you child learning all the pairs of numbers (number bonds) for 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20
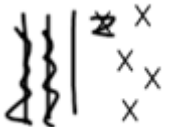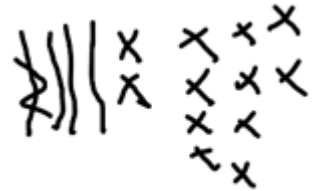
e.g. 1+10 = 11, 2+9 = 11 etc.

Help them to learn the subtraction facts too for the above numbers.
11-0 = 11, 11 – 1 = 10 etc.

Practise the addition and subtraction methods to support working with two digit numbers.

Addition not crossing a tens number 24 + 15 =		Addition crossing a tens number 24 + 17 =	
Sticks and crosses	24 + 15 = 24 + 10 = 34 34 + 5 = 39 jottings	(draw the sticks and crosses as before)	24 + 17 = 24 + 10 = 34 34 + 7 = 41

Subtraction not crossing a tens number 35 - 21		Subtraction not crossing a tens number 42 – 16 =	
Sticks and crosses	35 – 21 = 35 – 20 = 15 15 – 1 = 14 jottings	Exchange a ten for 10x ones then subtract the 16.	42 – 16 = 42 – 10 = 32 32 – 6 = 26

Use the number bonds for ten to work out number bonds for 20 and 100.

e.g. 4 + 6 = 10 can help with 14 + 6 = 20 and 40 + 60 = 100.

And 10 – 7 = 3   helps with 20 – 7 = 13   and 100 – 70 = 30.

Useful Websites

https://www.mathsisfun.com/links/curriculum-year-2.html

http://www.snappymaths.com/year2/

https://www.topmarks.co.uk/Search.aspx?Subject=16&AgeGroup=2

https://uk.ixl.com/math/year-2

https://urbrainy.com/maths/year-2-age-6-7

https://www.theschoolrun.com/maths