

Year 2 Maths

Areas of Focused Learning and Associated Vocabulary

Counting, partitioning and calculating

- Place value in 2- and 3- digit numbers
- Partition into multiples of 10 and ones
- Comparing, ordering, reading and writing 2-digit and 3-digit numbers
- Use the < and > symbols
- Patterns and sequences
- Counting on and back in steps of different sizes.
- Odd and even numbers
- Mental methods
- Addition/subtraction of 1- and 2- digit numbers
- Partitioning and counting on/back
- Solving problems and puzzles involving understanding of numbers and operations; explaining their methods and justifying decisions

zero, ten, twenty,..., one hundred, two hundred,..., one thousand, count in ones, twos, threes, fours, fives and so on, odd, even, pattern, sequence, continue, partition numbers

compare, order, larger, greater than, smaller, less than, between, halfway between, difference between, round, nearest 10, tens boundary, roughly, about the same as

calculate, mental calculation, right, correct, wrong, number sentence, sign, operation, symbol, penny/pence (p), pound (£)

Securing number facts, understanding shape

- Addition and subtraction facts to 10; pairs that sum to 20; multiples of 10 that sum to 100
- Tables for 2, 5 and 10
- Doubles of numbers to 10; corresponding halves
- Solving problems involving numbers, money or measures, using addition, subtraction, multiplication or division
- Patterns, relationships and properties of numbers and shapes
- Estimating and checking answers
- Describing and visualising properties of common 2-D and 3-D shapes
- Line symmetry
- Sorting and making shapes

problem, solution, calculate, calculation, operation, inverse, answer, method, explain, predict, reason, pattern, relationship, sort, classify, property

add, subtract, multiply, divide, sum, total, difference, plus, minus, half, halve, halved, double, doubled, multiple, odd, even

square, rectangle, rectangular, triangle, triangular, circle, circular, pentagon, hexagon, octagon, pyramid, cube, cuboid, sphere, cone, cylinder,

face, corner, edge, side, flat, curved surface, straight, round, shape, hollow, solid,

line of symmetry, fold, mirror line, reflection

Handling data and measures

- Sorting information on a diagram using one or two criteria
- Organising information using lists and tables
- Presenting data in block graphs and pictograms
- Collecting, organising, presenting and interpreting data to answer questions
- Identifying further questions
- Choosing and using appropriate units of measure and measuring equipment
- Measuring and comparing lengths, weights and capacities using standard units
- Using ICT

problem, question, explain, predict, pattern, collect, organise, compare, order, sort, group, classify, same, different, property, represent, interpret, count, tally, vote, measure, weigh, guess, estimate

information, graph, block graph, pictogram, diagram, symbol, set, list, table, label, title

zero, one, two, three, ..., hundred, first, second, third, ..., more/less, most/least, most/least popular, most/least common, about the same as, enough, not enough, too much, too little, too many, too few, nearly, roughly, about, close to, just over, just under

unit, centimetre (cm), metre (m), kilogram (kg), half-kilogram, litre (l), half-litre, ruler, metre stick, tape measure, balance, scales, container, measuring jug, capacity, weight, length, width, height, depth, size, long, short, tall, high, low, wide, narrow, deep, shallow, thick, thin and comparatives such as longer/longest, heavier/heaviest, holds more/holds most

shape, curved, straight, hollow, solid, flat, side, corner, point, face, edge, cuboid, pyramid, cone, cylinder, sphere, triangle, circle, rectangle, square

Calculating, measuring and understanding shape

- Mental calculations: adding and subtracting 1-digit number or multiple of 10 to/from a 2-digit number
- Informal written calculations: adding and subtracting 1- and 2-digit numbers
- Following and giving instructions for movement using mathematical language
- Solving problems involving numbers, money, measures or time
- Estimating, comparing and measuring lengths, weights and capacities
- Using units of time and reading time to the quarter hour
- Reading scales and interpreting the divisions

problem, solution, puzzle, pattern, method, sign, operation, symbol, number sentence, equation, mental calculation, written calculation, informal method, jottings, diagrams, pictures, images, one thousand, multiple of, nearest, about

add, plus, sum, total, subtract, take away, minus, difference, inverse

coin, pound (£), penny/pence (p), price, cost, pay, costs more/less, change, total, how much?

measuring scale, compare, measure, weigh, metre (m), centimetre (cm), tape measure, kilogram (kg), half-kilogram, gram (g), capacity, contains, litre (l), half-litre, millilitre (ml)

direction, route, clockwise, anticlockwise, quarter turn, right angle, straight line, geostrip

time, clock, watch, digital, analogue, hour (h), minute (min), second (s), quarter to, quarter past

Securing number facts, relationships and calculating

- Counting on and back from different numbers in 2s, 5s and 10s
- Building up the 2, 5, or 10 times-tables
- Finding half, quarter and three quarters of shapes and sets of objects
- Doubles of numbers to 20 and corresponding halves
- Describing patterns and relationships involving numbers or shapes and testing examples that fit conditions
- Solving problems using counting, the four operations and doubling or halving in practical contexts, including measures or money
- Using the symbols +, -, ÷ and = to describe, record and interpret number sentences
- Multiplication as repeated addition and arrays
- Division as sharing and repeated subtraction (grouping)

problem, solve, calculate, calculation, inverse, answer, method, explain, predict, pattern, order

place value, partition, ones, tens, hundreds, one-digit number, two-digit number, add, subtract, plus (+), minus (-), sign, equals (=), operation, symbol, number sentence, number line

count on, count back, lots of, groups of, equal groups of, grouping, array, row, column, multiply, multiplication, multiplied by (×), multiple, share equally, divide, division, divided by (÷), remainder, round up, round down, double, halve

fraction, part, equal parts, one whole, parts of a whole, number of parts, left over, fraction, one half, one quarter, three quarters, one whole

Fun Activities to do at home

Speedy Pairs to 10

- Make a set of 12 cards with the numbers 0 - 10, but with two 5s or use playing cards.
- Shuffle the cards and give them to your child.
- Time how long they take to find all the pairs to 10.
- Repeat a week later. Do they beat their time?
- Extend to pairs of number which make 20, 100.

Subtraction Game

- Start with a pile of buttons, pennies or any other form of counter. Count them.
- Throw a dice. Say how many of the counters will be left if you take away that number.
- Check by counting the counters.
- Keep playing and the person who takes the last counter wins.

Out and About

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

How Heavy?

- You need kitchen scales.
- Look at what a kilogram is. Find it on the scales.
- Can you find something that weighs close to 1 kilogram?
- Is there anything that is exactly one kilogram?

Everyday Games and Ideas

- Skipping - count the skips, count in 2s
- Ludo
- Snakes and Ladders
- Dominoes
- Cards
- Bingo
- Heads and tails - keep a tally
- Connect 4
- I spy a number
- Number jigsaws
- Dot to dot with numbers
- Skittles
- Happy Families
- Sharing out toys, sweets
- Using telephone numbers for addition
- Using pizza for simple fractions - whole, half and so on
- Cars on a journey e.g. how many red cars?
- Cooking and baking
- Shopping e.g. looking at prices, how heavy something feels

Progression in Calculation Methods

This document explains the different methods and strategies we use for written methods of calculation. Please use the links on our website.

Useful Websites:

- www.counton.org has lots of ideas and games to play.
- www.learn.co.uk help for children with maths.
- www.bbc.co.uk/schools games to play.
- Google 'Coxhoe Primary School Maths' and this leads to lots of games children can play and links to other web sites.

Last but not least...

- It is important that you talk and listen to your child about their work in maths. It will help your child if they have to explain and show to you.
- Share a maths activity with your child and discuss ideas with them.
- Be positive about maths, even if you do not feel confident about it yourself.
- If your child is having any problems with maths do let us know by either writing a note or popping in to see us.
- Maths is all around us - use everyday situations to help develop your child's vocabulary.
- If you need further information just ask.
- Play games and have fun!