

## **Year 2 Basic Maths Skills**

### **Number - number and place value**

Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward. 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.

Compare and order numbers from 0 up to 100; use and = signs.

Read and write numbers to at least 100 in numerals and in words.

Use place value and number facts to solve problems.

### **Number – addition and subtraction**

Solve problems with addition and subtraction:

- using concrete objects and pictorial representations, including those involving numbers, quantities and measures
- applying their increasing knowledge of mental and written methods.
- recall and use addition and subtraction facts to 20 fluently, and 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
- add 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.

### **Number – multiplication and division**

Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers.

Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication ( $\times$ ), division ( $\div$ ) 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 contexts.

### **Number – fractions**

Recognise, find, name and write fractions  $\frac{3}{4}$ ,  $\frac{1}{4}$ ,  $\frac{2}{4}$  and  $\frac{3}{4}$  of a length, shape, set of objects or quantity

Write simple fractions for example,  $\frac{2}{6} = \frac{1}{3}$  and recognise the equivalence of  $\frac{2}{4}$  and  $\frac{1}{2}$ .

## Measurement

Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature ( $^{\circ}\text{C}$ ); 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.

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.

## Resources/Suggested activities:

Use coins to help with place value  $10\text{p} = \text{tens}$ ,  $1\text{p} = \text{units}$ . So  $3 \times 10\text{p}$  and  $4 \times 1\text{p} = 34$ .

Use playing cards to practise times tables (Ace = 1, Jack = 11, Queen = 12).

Turn over two cards and multiply together. Use playing cards or dice to practise mental addition. Turn over 3 or 4 cards and add them quickly together; roll two dice and add quickly as you go.

Use a clock, watch or phone showing analogue and digital time Make your own clock using card and butterfly clips (use Roman numerals in addition to standard numerals).

Find clocks and buildings with Roman numerals Make cards with standard and Roman numerals – play a matching game. Look at variety of jugs that show ml/l – make cakes/smoothies, etc. to practise measuring.

Look at scales that show kg/g – make cakes to practise measuring Go shopping – work out totals, change, if one pack costs X how much do 3 cost?

## Useful maths websites

These sites have an excellent range of activities and games for most topics:

- **Top Marks**
- <https://www.topmarks.co.uk/maths-games/7-11-years/ordering-and-sequencing-numbers>
- **Cool Maths 4 Kids** – also includes lessons/explanations/brain teasers  
<http://www.coolmath4kids.com/>
- **Maths is fun**
- Range of explanations and online activities
- <https://www.mathsisfun.com/numbers/index.html>
- **Cool Maths Games**
- <https://www.coolmathgames.com>