QPS: Year 2 Mathematics end of year goals (based on statutory and non-statutory DFE mathematical guidance and the DFE Ready to Progress Criteria)

Number and Place Value	Addition and Subtraction	Multiplication, Division	Fractions	Measurement	Geometry Properties of Shape Position, Direction & Motion	Statistics
Reasoning and problem solving	**Reasoning and problem solving**	**Reasoning and problem solving**	**Reasoning and problem solving**	**Reasoning and problem solving**	**Reasoning and problem solving**	
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.** Round any number to the nearest 10. **Use place value and number facts to solve problems.**	**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** **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.**	**Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers** Count in 3s, 4s and 8s **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 contexts.** Double and halve numbers 1-20. Introduce the concept of remainders. Begin to relate multiplication and division to fractions.	**Recognise, find, name and write fractions 1/3, ¼, 2/4, and ¾ of a length, shape, set of objects or quantity** **Write simple fractions for example, ½ of 6 = 3 and recognise the equivalence of 2/4 and 1/2.** Order simple fractions on a numberline. Use <> with simple fractions. Count in halves, quarters and thirds up to 10. Add quarters eg: ¼ + 2/4 = ¾. Add thirds Eg: 1 + 1/3 + 1/3 = 1 and 2/3 Find fractions of amounts and simple measures. Eg: ½ of £20 Shade 1/3 of the shape	**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** **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.	**Identify and describe the properties of 2-D shapes, including the number of sides and symmetry in a vertical line.** **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.** **order and arrange combinations of mathematical objects in patterns and sequences** **Use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise).**	**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.**