

Year 2 Math Targets	A1	A2	Sp1	Sp2	S1	S2
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						
read scales* where not all numbers on the scale are given and estimate points in between						
number - addition and subtraction, multiplication and division						
solve problems with addition and subtraction: - using concrete objects and pictorial representations, including those involving numbers, quantities and measures						
solve problems with addition and subtraction: - 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						
recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems						
show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot						
use reasoning about numbers and relationships to solve more complex problems and explain their thinking (e.g. $29 + 17 = 15 + 4 + \bullet$; 'together Jack and Sam have £14. Jack has £2 more than Sam. How much money does Sam have?' etc.)						
recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers						
recall and use multiplication and division facts for 2, 5 and 10 and make deductions outside known multiplication facts						
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						
solve unfamiliar word problems that involve more than one step (e.g. 'which has the most biscuits, 4 packets of biscuits with 5 in each packet or 3 packets of biscuits with 10 in each packet?')						
Number - Fractions						
recognise, find, name and write fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$ and $\frac{3}{4}$ of a length, shape, set of objects or quantity						
write simple fractions for example, $\frac{1}{2}$ of $6 = 3$ and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$						

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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						
Compare, describe and solve practical problems relating to time [for example, quicker, slower, earlier, later]						
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						
read the time on a clock to the nearest 5 minutes						
Geometry - properties of shapes						
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 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						
describe similarities and differences of 2-D and 3-D shapes, using their properties (e.g. that two different 2-D shapes both have only one line of symmetry; that a cube and a cuboid have the same number of edges, faces and vertices, but different dimensions).						
Geometry - position and direction						
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 anticlockwise)						