ProfessorAssessor
Assessment Made Simple

Year 2 Numeracy Support Strands

Curriculum Strand	Learning Objective Curriculum Sub-strand	Year 1 Support Strands
NUMBER AND PLACE VALUE	✓ 2N1 - Count in steps of 2, 3 and 5 from zero and in tens from any number, forward or backward ✓ 2N2a - Read and write numbers to at least 100 in numerals ✓ 2N2b - Compare and order numbers from 0 up to 100; use <, > and = sigs ✓ 2N3 - Recognise the place value of each digit in a two-digit number (tens, ones) ✓ 2N4 - Identify, represent and estimate numbers using different representations, including the number line ✓ 2N6 - Number and place value problem solving and reasoning	✓ 1N1a - Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number ✓ 1N1b – Count in multiples of twos, fives and tens ✓ 1N2a - Count, read and write numbers to 100 in numerals ✓ 1N2b - Given a number, identify one more and one less ✓ 1N2c – Read and write numbers from 1 to 20 in numerals and words ✓ 1N4 - Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least
CALCULATIONS (+ and -)	✓ 2C1 - Recall and use addition and subtraction facts to 20 fluently ✓ 2C2a - Add and subtract numbers mentally, including: - A two-digit number and ones - A two-digit number and tens - Two two-digit numbers - Adding three one-digit numbers ✓ 2C2b - 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 ✓ 2C3 – Recognise and use the inverse relationships between addition and subtraction and use this to check calculations and missing number problems ✓ 2C4 - 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 methods ✓ 2C9a - Show that addition of two numbers can be done in any order (commutative) and subtraction of one number by another cannot	✓ 1C1 - Represent and use number bonds and related subtraction facts within 20 ✓ 1C2a – Add and subtract one-digit and two-digit numbers to 20, including zero ✓ 1C2b – Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs ✓ 1C4 - Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as such as 7 = ☐ –9

CALCULATIONS (x and ÷)	✓ 2C6 - Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers ✓ 2C7 - Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs ✓ 2C8 -Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts ✓ 2C9b - Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot	✓ 1C8 - Solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher
FRACTIONS	✓ 2F1a - Recognise, find, name and write fractions $^{1}/_{3}$, $^{1}/_{4}$, $^{2}/_{4}$ and $^{3}/_{4}$ of a length, shape, set of objects or quantity ✓ 2F1b - Write simple fractions for example $^{1}/_{2}$ of 6 = 3 ✓ 2F2 - Recognise the equivalence of $^{2}/_{4}$ and $^{1}/_{2}$.	✓ 1F1a - Recognise, find and name a half as one of two equal parts of an object, shape or quantity ✓ 1F1b - Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity
MEASUREMENT	✓ 2M1 - Compare and order lengths, mass, volume / capacity ✓ 2M2 - Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (ºC); capacity (litres/ml) to the nearest appropriate unit using rulers, scales, thermometers and measuring vessels	✓ 1M1 - Compare, describe and solve practical problems for: - lengths and heights [for example, long / short, longer / shorter, tall / short, double / half] - mass or weight [for example, heavy / light, heavier than, lighter than] - capacity / volume [for example, full / empty, more than, less than, half, half full, quarter] ✓ 1M2 - Measure and begin to record the following: – lengths and heights – mass/weight – capacity and volume
MEASUREMENT (MONEY)	✓ 2M3a – Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value ✓ 2M3b – Find different combinations of coins that equal the same amounts of money ✓ 2M9 – Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change	✓ 1M3 - Recognise and know the value of different denominations of coins and notes.

MEASUREMENT (TIME)	✓ 2M4a - Tell and write the time to five minutes, including quarter past/to the hour an draw the hands on a clock face to show these times ✓ 2M4b – Compare and sequence intervals of time ✓ 2M4C - Know the number of minutes in an hour and the number of hours in a day.	✓ 1M1 - Compare, describe and solve practical problems for time [e.g. quicker, slower, earlier, later] ✓ 1M2 - Measure and begin to record time ✓ 1M4a - Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times. ✓ 1M4b - Sequence events in chronological order using language [for example, before and after, next, first, today, ✓ 1M4c - Recognise and use language relating to dates, including days of the week, weeks, months and years.
GEOMETRY (SHAPE)	✓ 2G1a - Compare and sort common 2-D and 3-D shapes and everyday objects ✓ 2G1b – Compare and sort common 3d shapes and everyday objects ✓ 2G2a - Identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line ✓ 2G2b- Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces ✓ 2G3 - Identify 2-D shapes on the surface of 3-D shapes, e.g. a circle on a cylinder and a triangle on a pyramid	✓ 1G1a - Recognise and name common 2-D and 3-D shapes [e.g. rectangles (including squares), circles and triangles] ✓ 1G1b- Recognise and name common 3-D shapes [e.g. cuboids (including cubes), pyramids and spheres]
GEOMETRY (POSITION/DIRECTION)	✓ 2P1 - Order and arrange combinations of mathematical objects in patterns and sequences ✓ 2P2 - Use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise)	✓ 1P2 - Describe position, direction and movement, including half, quarter and three-quarter turn
STATISTICS	✓ 2S1 – Interpret and construct simple pictograms, tally charts, block diagrams and simple tables ✓ 2S2a – Ask and answer simple questions by counting the number of objects in each category and sorting the catagories by quantity ✓ 2S2b - Ask and answer questions about totalling and comparing categorical data.	