# Parent and Carer Information: Year 2 Maths

This guide can help you to track the progress of your year 2 child as they develop through the subject of maths. In year 2, children learn the key skills that form the basis of their maths education, including place value, counting, money and problem solving. Practising these skills at home can be a great way to boost your child's confidence and complement what they learn in the classroom. This guide outlines how you, as parents and carers, can best support your child's year 2 maths journey, with an easy-to-follow flowchart of what they will learn and clear goals for you to work on together.

Click on each topic to head to the relevant category on the Twinkl website to find super resources to support your child. Alternatively, you can follow the web url **www.twinkl.co.uk/resources/parents** to get to the Twinkl Parents Hub.



# Place Value and Number

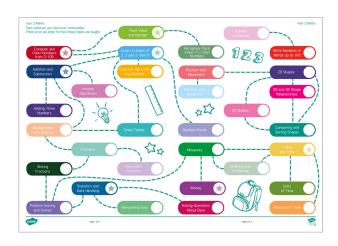


We have also included handy tick boxes, so you can easily check off when you have covered each topic, and you can keep on track with your child's studies. You can also use the 'traffic light' system to record your child's confidence, and how they feel about the topic you have covered together.

Stick the other pages together to create a display poster for both you and your child to fill in. Complete with handy tick boxes, this chart is ideal for helping to support your child's studies from home.

Don't forget to look out for the stars on select topics! You and your child can revist these topics to gain greater understanding and really go the extra mile to push learning and understanding further.

- I feel unsure about this.
- I feel okay about this.
- I feel confident about this!



We hope you find the information on our website and resources useful. The contents of this resource are for general, informational purposes only. This guide is intended to offer parents general guidance on what subject areas tend to be covered in their child's year group and where they could support their children at home. However, please be aware that every child is different and information can quickly become out of date. There are some subject areas that we have intentionally not covered due to the nature of how they are taught or because a trained professional needs to teach these areas. We try to ensure that the information in our resources is correct but every school teaches the national curriculum in its own way. If you would like further guidance or are unsure in any way, we recommend that you speak to your child's teacher or another suitably qualified professional.





#### Place Value and Number



Your child can use number representations (such as number lines and number squares) to estimate and identify numbers; for example placing numbers on a number line where only the 'tens' numbers are shown.

#### **Number Formation**







Your child can recognise and write the numbers to 20 correctly in numerals.

#### Compare and Order Numbers from 0-100





Your child can place numbers in the correct order, and can use the 'greater than', 'less than' and 'equals' signs (<, > and =) to compare numbers.

# Count in Steps of 2, 3 and 5 from 0







Your child can count in 2s. 3s and 5s from 0, forwards and backwards.

# Recognise Place Value of 2-Digit Numbers







Your child understands the value of each digit in a 2-digit number, e.g. in the number 25 the 'tens' digit is worth 20, the 'ones' digit is worth 5.

# Writing Numbers in Words up to 100







Your child can read and write numbers to at least 100 in figures and in words.

#### **Addition and Subtraction**







Your child recalls addition and subtraction facts to 20 easily, and can use this recall to help them work out facts to 100. For example, they will recall that 6 + 4 = 10, and from this will be able to calculate that 60 + 40 = 100, 16 + 4 = 20, 26 + 4 = 30 and so on. Your child can carry out addition and subtraction calculations, sometimes mentally and on other occasions using objects, pictures or diagrams. They can add and subtract two 2-digit numbers (e.g. 4 + 3 = 7), a 2-digit number and ones (e.g. 17 - 4 = 13), a 2-digit number and tens (e.g. 37 + 20 = 57) and two 2-digit numbers (e.g. 23 + 14 = 37).

#### **Counting in 10s from Any Number**







Your child can count in 10s from any number, forwards and backwards.

#### **Position and Movement**







Your child can describe position, direction and movement, including straight line movement and rotation. They use correct mathematical language such as half turn, clockwise.

#### 2D Shapes







Your child describes the properties of common 2D shapes (e.g. number of sides, number of corners) and can draw a vertical line of symmetry on shapes that have it.





# Inverse Operations



Your child recognises and understands the inverse relationship between addition and subtraction and uses this understanding to solve missing number problems and check their answers to calculations. For example, they know that if 7 + 2 = 9, then 9 - 2 = 7 and 9 - 7 = 2. They can, therefore, use the calculation 9 - 7 = 9 to solve the missing number problem 7 + 9 = 9.

# Patterns and Sequences



Your child can make patterns and sequences using mathematical objects such as shapes. They can continue a sequence.

# 2D and 3D Shape Relationships



Your child can recognise and name 2D shapes that form the faces of 3D shapes, for example seeing a circle on a cylinder or a triangle on a pyramid.

# **Adding Three Numbers**



Your child can use a variety of strategies to help them add three 1-digit numbers, for example finding two numbers that make 10 (e.g. 5 + 7 + 3 = 5 + 10 = 15).

# 3D Shapes



Your child can describe the properties of common 3D shapes (e.g. number of faces, number of edges).

#### **Multiplication and Division**



Your child can work out the answers to multiplication and division calculations and can write these down using the correct mathematical symbols.

#### **Times Tables**



Your child knows, by heart, the multiplication and division facts from the 2×, 5× and 10× tables. They recognise odd and even numbers.

#### **Number Bonds**



Your child can add and subtract 1-digit and 2-digit numbers to 20, by counting on or back or using objects such as counters. They understand what happens when we add or subtract zero.

# **Comparing and Sorting Shapes**



Your child can compare shapes (for example, looking at number of sides) and sort them (for example, finding all shapes with four or more sides. They recognise shapes in everyday objects and can compare and sort these too.





#### **Fractions**



Your child is beginning to understand fractions and can recognise and find fractions of shapes, lengths, amounts and objects.

#### Measures





Your child chooses the correct equipment and units to measure length, width, height, mass, temperature and capacity to the nearest appropriate unit.

# **Telling the Time**



Your child can tell and write the time to 5 minutes on an analogue clock, including quarter past/quarter to, and can draw hands on a blank clock face to show given times.

# **Writing Fractions**



Your child can write simple fractions, e.g.  $\frac{1}{2}$  of 6 = 3.

# **Equivalent Fractions**



Your child understands that  $\frac{2}{4}$  is the same as  $\frac{1}{2}$ .

# Ordering and Comparing



Your child can compare two or three measurements and record their findings using  $\langle , \rangle$  and =.

#### Statistics and Data Handling



Your child can make a simple chart, table or graph with information they have collected.

# Money



Your child can find different combinations of coins that make the same amount of money. Your child knows and uses the symbols for pounds and pence, and can combine amounts of coins to make given values.

# Units of Time



Your child knows that there are 60 minutes in one hour and 24 hours in one day.

# **Problem Solving and Games**



Your child can solve addition and subtraction problems using their understanding of place value and number. They can also solve problems using their understanding of multiplication and division. They may use objects such as counters, draw pictures or diagrams, or they may use mental methods. They are also increasingly learning to use written methods of calculation.

# **Interpreting Data**



Your child can ask and answer questions about data by counting or sorting objects in categories. For example, 'there are 4 red sweets, 3 green sweets and 2 blue sweets in the packet.'





# **Asking Questions About Data**



Your child can ask and answer questions about data by totalling and comparing the information in each category. For example, 'there are 9 sweets altogether and the most common colour is red.'

## Intervals of Time





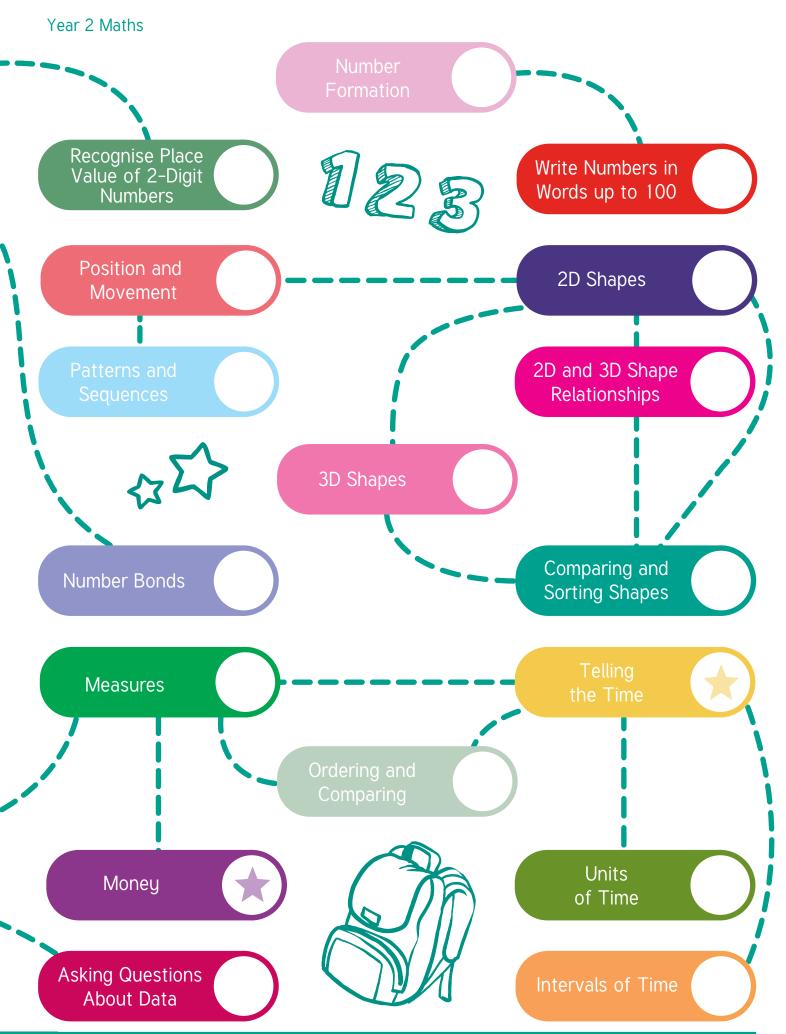
Your child can compare and sequence intervals of time, e.g. minute, hour, day, week, month.





Year 2 Maths Start wherever you feel most comfortable! Place Value There is no set order for how these topics are taught. and Number Compare and Count in Steps of Order Numbers 2, 3 and 5 from 0 from 0-100 Count in 10s From Addition and Any Number Subtraction Inverse Operations Adding Three **Numbers** Times Tables Writing Fractions Statistics and Data Handling **Problem Solving** Interpreting Data and Games







# **Above and Beyond**

If you really want to go the extra mile, you and your child can review these sections to gain a greater understanding of each topic and push their learning further.









Your child can identify the value of each digit in a 3-digit number. For example, 138 = 1 hundred, 3 tens and 8 ones = 100, 30, 8.







Your child can compare the size of different numbers from 0 - 200. They can place numbers in size order.

# ★ Count in Steps of 2, 3 and 5 from 0







Your child can count in groups of 2, 3 and 5 from any number. If they are given a number, they can add groups of 2, 3 or 5. For example, 5, 7, 9, 11.

#### Addition and Subtraction







Your child can add two 1-digit numbers to a 2-digit number. They can use objects and materials to do this, or a developing knowledge of written methods. For example, 12 + 6 + 5 = ?

# **★** Money







Your child can add and subtract money using combinations of both £ and p. They will be able to convert between the different units of money. For example, £1 and 23p + 9p = ?

# ★ Telling the Time







Your child will be able to tell the time to the nearest minute. This will include both past the hour and to the hour and drawing the hands on a clock to show the correct time.

#### Statistics and Data Handling







Your child can answer 'how many more' questions about bar charts.





# **Explore and Discover More**

Twinkl Go! is a digital platform, hosting interactive content such as videos, games, audiobooks and more. Twinkl Go! enables digital content to be streamed to your computer or mobile device.





Twinkl Book Club is our book subscription service. Enjoy our original works of fiction in beautiful printed form, delivered to you each half-term and yours to keep!

Twinkl Boost is a range of intervention resources, created to support and lift learning with children at every level. These include our easy-to-use SATs Survival and Phonics Screening Survival resources.





Imagine resources are designed to help you your children to think creatively, question and imagine. Every week, a new topic consisting of five photos, each with related activities, is created.

Twinkl Originals are engaging stories written to inspire children from EYFS to KS2. Designed to encourage a love of reading and help curriculum-wide learning through accompanying resources.







