

'Assessing Without Levels' ~ Progress & Attainment Against Expectations			
Mathematics Curriculum 2014: Year 2			
	Emerging	Expected	Exceeding
Numbers & the number system			
<ul style="list-style-type: none"> Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward or backward. 			
<ul style="list-style-type: none"> Recognise the place value of each digit in a two-digit number (tens, ones). 			
<ul style="list-style-type: none"> Identify, represent and estimate numbers using different representations, including the number line. 			
<ul style="list-style-type: none"> Compare and order numbers from 0 up to 100; use <, > and = signs. 			
<ul style="list-style-type: none"> Read and write numbers up to 100 in numerals and in words. 			
<ul style="list-style-type: none"> Use place value and number facts to solve problems. 			
Calculation ~ addition & subtraction			
<ul style="list-style-type: none"> Solve problems with addition & subtraction: <ul style="list-style-type: none"> using concrete objects and pictorial representations, including those involving numbers, quantities and measures applying their increasing knowledge of mental and written methods. 			
<ul style="list-style-type: none"> Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100. 			
<ul style="list-style-type: none"> Add and subtract numbers mentally, including: <ul style="list-style-type: none"> a two-digit number and ones a two-digit number and tens two two digit numbers adding three one-digit numbers 			
<ul style="list-style-type: none"> Show that addition of two numbers can be done in any order and subtraction of one number from another cannot. 			
<ul style="list-style-type: none"> Recognise and use the inverse relationship between addition & subtraction and use this to check calculations and missing number problems. 			
Calculation ~ multiplication & division			
<ul style="list-style-type: none"> Recall & use multiplication & division facts for 2, 5 & 10 tables, including recognising odd and even numbers 			
<ul style="list-style-type: none"> Calculate mathematical statements for multiplication and division within the multiplication tables; write them using multiplication (x), division (÷) & equals (=) signs. 			
<ul style="list-style-type: none"> Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot. 			
<ul style="list-style-type: none"> Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts. 			
Calculation ~ Fractions, Decimals & Percentages			
<ul style="list-style-type: none"> Recognise, find, name and write fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$ & $\frac{3}{4}$ of a length, shape, set of objects or quantity 			
<ul style="list-style-type: none"> Write simple fractions e.g. $\frac{1}{2}$ of 6 = 3 and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$ 			

Measures			
<ul style="list-style-type: none"> Choose and use appropriate standard units to estimate and measure: <ul style="list-style-type: none"> length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit... <i>using rulers, scales, thermometers and measuring vessels</i> 			
<ul style="list-style-type: none"> Compare and order lengths, mass, volume / capacity and record the results using >, < and = 			
<ul style="list-style-type: none"> Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value. 			
<ul style="list-style-type: none"> Find different combinations of coins that equal the same amounts of money 			
<ul style="list-style-type: none"> Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change. 			
<ul style="list-style-type: none"> Compare and sequence intervals of time. 			
<ul style="list-style-type: none"> 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. 			
<ul style="list-style-type: none"> Know the number of minutes in an hour and the number of hours in a day. 			
Shape and Space			
<ul style="list-style-type: none"> Identify & describe the properties of 2-D shapes, including the number of sides & line symmetry in a vertical line 			
<ul style="list-style-type: none"> Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces 			
<ul style="list-style-type: none"> Identify 2-D shapes on the surface of 3-D shapes, [e.g. a circle on a cylinder & a triangle on a pyramid.] 			
<ul style="list-style-type: none"> Compare and sort common 2-D and 3-D shapes and everyday objects. 			
<ul style="list-style-type: none"> Order and arrange combinations of mathematical objects in patterns and sequences. 			
<ul style="list-style-type: none"> Use mathematical vocabulary to describe position, direction and movement including movement in a straight line, distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise) 			
Statistics			
<ul style="list-style-type: none"> Interpret and construct simple pictograms, tally charts, block diagrams and simple tables 			
<ul style="list-style-type: none"> Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity 			
<ul style="list-style-type: none"> Ask and answer questions about totaling and comparing categorical data. 			