Name:			
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Year 2 Maths Assessment Record

	Objective				Notes
	count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward				
ace	recognise the place value of each digit in a two-digit number (tens, ones)				
& P	identify, represent and estimate numbers using different representations, including the number line compare and order numbers from 0 up to 100; use <, > and = signs				
Number & Place Value					
Z	read and write numbers to at least 100 in numerals and in words				
	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				
	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		\vdash		
_	add and subtract numbers using concrete objects, pictorial representations, and mentally, including:				
ction	a two-digit number and ones				
Addition & Subtraction	add and subtract numbers using concrete objects, pictorial representations, and mentally, including: a two-digit number and tens				
on 8	add and subtract numbers using concrete objects, pictorial representations, and mentally, including: two two-digit numbers				
Addit	add and subtract numbers using concrete objects, pictorial representations, and mentally, including:				
	adding three one-digit numbers show that addition of two numbers can be done in any order (commutative) and subtraction of one		\vdash		
	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				
5 -	recognising odd and even numbers calculate mathematical statements for multiplication and division within the multiplication tables and			\vdash	
Multiplication & Division	write them using the multiplication (*), division (÷) and equals (=) signs				
ltipl Div	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, using materials, arrays, repeated addition,				
su	recognise, find, name and write fractions 1/2, 1/4, 2/4 and 3/4 of a length, shape, set of objects or				
Fractions	quantity				
ιĒ	write simple fractions for example, 1/2 of 6 = 3 and recognise the equivalence of 2/4 and 1/2				
	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				
ŧ	value				
eme	find different combinations of coins that equal the same amounts of money				
Measurement	solve simple problems in a practical context involving addition and subtraction of money of the sar				
ž	unit, including giving change			\vdash	
	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 line symmetry				
apes	in a vertical line				
of sh	identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces				
rties	identify 2-D shapes on the surface of 3-D shapes [for example, a circle on a cylinder and a triangle on				
Properties of shapes	a pyramid]		_		
	compare and sort common 2-D and 3-D shapes and everyday objects		_		
sition a 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)				
so.	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				
St	ask and answer questions about totalling and comparing categorical data				
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