

# Barkisland CE VA Primary School



## Maths Targets

## Stage 2



## Number and Place Value

1. Count in steps of 2, 3 and 5 from 0, and in 10s from any number, forwards and backwards.						
2. Recognise the place value of each digit in a two digit number (10s and 1s).						
3. Partition 2-digit numbers into different combinations of tens and ones.						
4. Identify, represent and estimate numbers using different representations including the number line.						
5. Compare and order numbers from 0 to 100.						
6. Read and write numbers to at least 100 in numerals and words.						
7. Use place value and number bonds to solve problems.						
8. Use $<$ , $>$ and $=$ signs.						
9. Use estimation to check that answers to a calculation are reasonable.						

## Addition and Subtraction

10. Solve problems with addition and subtraction, using concrete objects and pictorial representations, including those involving numbers, quantities and measures.						
11. Solve problems with addition and subtraction, applying their increasing knowledge of mental and written methods.						
12. Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100.						
13. Use number bonds and related subtraction facts within 20.						
14. Add and subtract numbers using concrete objects, pictorial representations, and mentally, including a two digit number and 1s, where no regrouping is needed.						
15. Add and subtract numbers using concrete objects, pictorial representations, and mentally adding 3 one digit numbers.						
16. Show that addition of 2 numbers can be done in any order (commutative) and subtraction of 1 number from another cannot.						
17. Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.						

## Multiplication and Division

18. Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers.						
19. Recall doubles and halves to 20.						
20. Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication ( $\times$ ), division ( $\div$ ) and equals ( $=$ ) signs.						
21. Show that multiplication of 2 numbers can be done in any order (commutative) and division of 1 number by another cannot.						
22. Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods and multiplication and division facts, including problems in context.						

## Fractions

23. 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, knowing that all parts must be equal in size.						
24. Write simple fractions, eg., $\frac{1}{2}$ of 6 = 3 and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$ .						

## Measurement

25. Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature ( $^{\circ}$ C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels.						
26. Read scales in divisions of 1s, 2s, 5s and 10s where all the numbers on the scale are given.						
27. Compare and order lengths, mass, volume/capacity and record the results using < > and +.						
28. Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value.						
29. Find different combinations of coins that equal the same amounts of money.						
30. Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change.						
31. Compare and sequence intervals of time.						
32. Tell and write the time to 15 minutes, including quarter past/to the hour and draw the hands on a clock face to show these times.						
33. Know the number of minutes in an hour and the number of hours in a day.						

## Shape

34. Identify and describe the properties of 2D shapes, including the number of sides, and line symmetry in a vertical line.						
35. Identify and describe the properties of 3D shapes, including the number of edges, vertices and faces.						
36. Identify 2D shapes on the surface of 3D shapes (e.g., a circle on a cylinder and a triangle on a pyramid).						
37. Name 2D and 3D shapes from a group of shapes or in pictures.						
38. Compare and sort common 2D and 3D shapes and everyday objects.						
39. Order and arrange combinations of mathematical objects in patterns and sequences.						
40. 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 anti-clockwise).						

## Statistics

41. Interpret and construct simple pictograms, tally charts, block diagrams and tables.						
42. Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity.						
43. Ask and answer questions about totalling and comparing categorical data.						

## Working at Greater Depth...

GD1. To be able to use reasoning skills when adding.						
GD2. To use the multiplication facts I know to work out the answers to other multiplication calculations.						
GD3. Solve complex problems which include missing numbers.						
GD4. When dividing, to quickly work out any remainders using the multiplication facts that I know.						
GD5. Solve word problems which involve more than one step.						
GD6. Recognise the relationship between addition and subtraction and can rewrite addition calculations as simplified multiplication statements.						
GD7. Find and compare fractions of amounts,						
GD8. Tell the time on a clock to the nearest 5 minutes.						
GD9. Read scales in division of 1s, 2s, 5s and 10s where not all numbers on the scale are given.						
GD10. Describe similarities and differences of shape properties.						