

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



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 revisit these topics to gain greater understanding and really go the extra mile to push learning and understanding further.



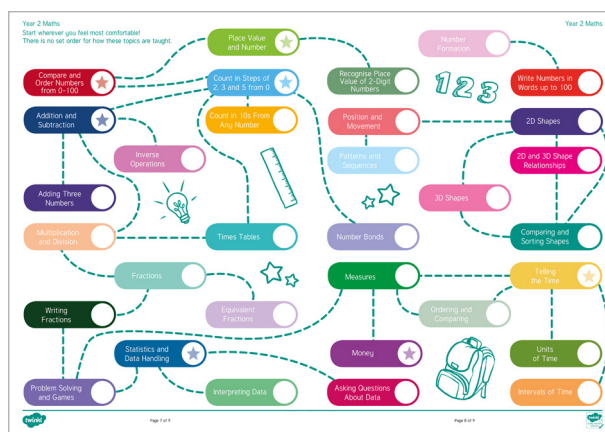
I feel unsure about this.



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 However, please be aware that every child is different and information can quickly become out of date.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 $9 - 7 = ?$ to solve the missing number problem $7 + ? = 9$.

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 $2\times$, $5\times$ and $10\times$ 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 $<$, $>$ 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.

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.

★ Place Value and Number



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.

★ Compare and Order Numbers from 0–100



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, $£1.23 + 9p = ?$

★ Telling the Time



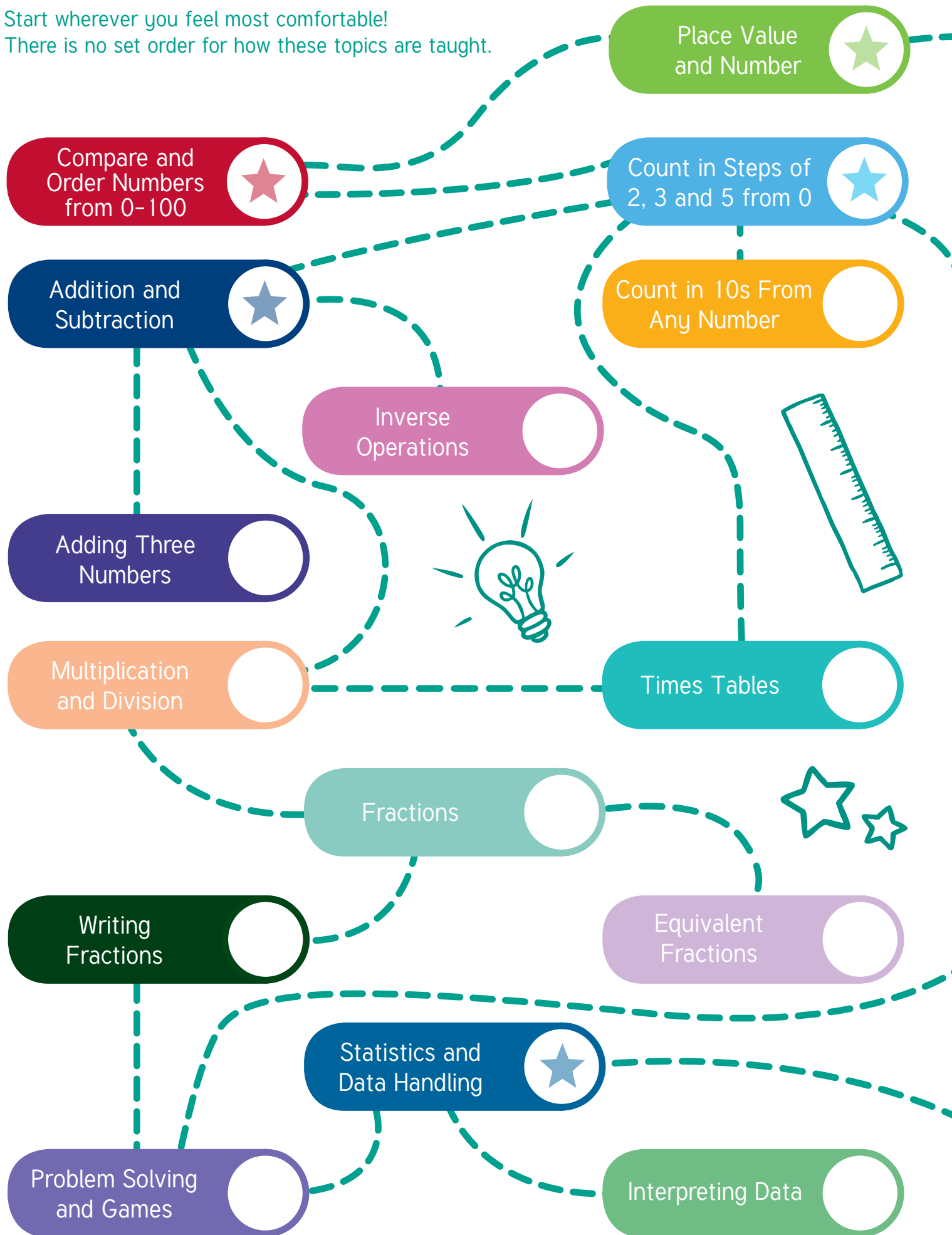
Your child will be able to tell the time to the nearest minute. This will include both past the hour and to the hour and drawing the hands on a clock to show the correct time.

★ Statistics and Data Handling



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

Start wherever you feel most comfortable!
There is no set order for how these topics are taught.



Number Formation



Recognise Place Value of 2-Digit Numbers

Write Numbers in Words up to 100

Position and Movement

2D Shapes

Patterns and Sequences

2D and 3D Shape Relationships



3D Shapes

Number Bonds

Comparing and Sorting Shapes

Measures

Telling the Time

Ordering and Comparing

Money

Units of Time

Asking Questions About Data

Intervals of Time



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.

The Twinkl Go! logo features the word 'twinkl' in a blue, lowercase, rounded font with a red star above the 'i', and 'Go!' in a white, bold, sans-serif font below it, all contained within a white cloud shape.The Twinkl Book Club logo features the word 'twinkl' in blue with a red star above the 'i', and 'Book Club' in a colorful, playful font below it, all within a white cloud shape.

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.

The Twinkl Boost logo features the word 'twinkl' in blue with a red star above the 'i', and 'Boost' in a white, bold, sans-serif font below it, all within a white cloud shape.The Twinkl Imagine logo features the word 'twinkl' in blue with a red star above the 'i', and 'imagine' in a white, lowercase, rounded font below it, all within a white cloud shape.

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.

The Twinkl Originals logo features the word 'twinkl' in blue with a red star above the 'i', and 'ORIGINALS' in a white, bold, sans-serif font below it, all within a white cloud shape.

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.

