|  |  |  |  |
| --- | --- | --- | --- |
| **Place Value** | | **Geometry** | |
| **Manipulatives and strategies** | | **Manipulatives and strategies** | |
|  | | **Year 2, Term 1 Knowledge Organiser for Place Value and Geometry.** | |
| **Vocabulary and meanings** | | **Vocabulary and meanings** | |
| Digit/numerals | A single number to represent values in mathematics | 2D shape | A flat shape that has two dimensions – width and length. |
| zero | Holds a place in a number or represents nothing. |
| ones | 1-digit number = 1 - 9 |
| tens | 2-digit numbers = 10 - 99 | pentagon | A shape with 5 straight sides. |
| value | How much each digit/numeral is representing. | hexagon | A shape with 6 straight sides. |
| exchange | Changing a larger value number into a smaller value number. For example, 1 ten = 10 ones so to change 1 ten to get 10 ones is exchanging |
| octagon | A shape with 8 straight sides. |
| columns | Vertical lines to the left and right to separate number values. | symmetry | Something is symmetrical when it has two matching halves. |
| position | Where a number is placed on a number line. |
| more | A number gets bigger in value; 8 10 12 14 | vertex | The corner of a 3D shape. |
| less | A number gets smaller in value; 12 10 8 6 | 3D shape | 3D shapes are solid and are measured by length, width and depth. |
| edge | An edge joins two vertices. |