Stage 2 attainment targets

Place value

- Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward or backward.
- Recognise the place value of each digit in a two-digit number (tens, ones) and use place value and number facts to solve problems.
- Identify, represent and estimate numbers using different representations, including the number line.
- Compare and order numbers from 0 up to 100; use <, > and = signs.
- Read and write numbers to at least 100 in numerals and in words.

Addition and subtraction

- Solve problems with addition and subtraction: using concrete objects and pictorial representations
- Apply increasing knowledge of mental and written methods.
- Recall and use add and subtract facts to 20 fluently, and derive and use related facts up to 100.
- Add and subtract numbers using concrete objects, pictorial representations, and mentally, including: a 2-digit no and 1s or 10s; two 2-digit numbers; adding three 1-digit numbers.
- Show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot.
- Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and missing number problems.

Multiplication and division

- Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables,
- Recognise odd and even numbers.
- Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs.
- 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 facts, including problems in contexts.

Fractions

- Recognise/find/name/write fractions ⅓, ¼, 2/4, ¾ of a length, shape, set of objects or quantity.
- Write simple fractions e.g. ½ of 6 = 3 and recognise the equivalence of 2/4 and ½.

Measure

- 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 value.
- Find different combinations of coins that equal the same amounts of money.
- Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change.
- Compare and sequence intervals of time. Know the number of minutes in an hour and the number of hours in a day.
- 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.
- Choose/use appropriate standard units to estimate/measure length/height (m/cm); mass (kg/g); temp (°C); cap (litres/ml) to nearest unit, using rulers, scales, thermometers and measuring vessels.

Geometry

- Identify and describe the properties of 2D shapes, including the number of sides and symmetry in a vertical line.
- Identify and describe the properties of 3D shapes, including the number of edges, vertices and faces.
- Identify 2D shapes on the surface of 3D shapes, e.g. circle on a cylinder; a triangle on a pyramid.
- Compare and sort common 2D and 3D shapes and everyday objects.
- Order and arrange combinations of mathematical objects in patterns and sequences.
- Use mathematical vocabulary to describe position, direction & movement including movement in a straight line and distinguishing rotation as a turn & in terms of right angles for ¼, ½, & ¾ turns (clock/anti-clockwise).

Statistics

- 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
- Ask and answer questions about totalling and comparing categorical data.