

Stage 2

Thinking and Working Mathematically

- **TWM.01** Specialising
- **TWM.02** Generalising
- **TWM.03** Conjecturing
- **TWM.04** Convincing
- **TWM.05** Characterising
- **TWM.06** Classifying
- **TWM.07** Critiquing
- **TWM.08** Improving

Number

Counting and sequences

- **2Nc.01** Count objects from 0 to 100.
- **2Nc.02** Recognise the number of objects presented in unfamiliar patterns up to 10, without counting.
- **2Nc.03** Estimate the number of objects or people (up to 100).
- **2Nc.04** Count on and count back in ones, twos, fives or tens, starting from any number (from 0 to 100).
- **2Nc.05** Recognise the characteristics of even and odd numbers (from 0 to 100).
- **2Nc.06** Recognise, describe and extend numerical sequences (from 0 to 100).

Integers and powers

- **2Ni.01** Recite, read and write number names and whole numbers (from 0 to 100).
- **2Ni.02** Understand and explain the relationship between addition and subtraction.
- **2Ni.03** Recognise complements of 20 and complements of multiples of 10 (up to 100).
- **2Ni.04** Estimate, add and subtract whole numbers with up to two digits (no regrouping of ones or tens).
- **2Ni.05** Understand multiplication as:
 - o repeated addition
 - o an array.
- **2Ni.06** Understand division as:
 - o sharing (number of items per group)
 - o grouping (number of groups).
- **2Ni.07** Know 1, 2, 5 and 10 times tables.

Money

- **2Nm.01** Recognise value and money notation used in local currency.
- **2Nm.02** Compare values of different combinations of coins or notes.

Place value, ordering and rounding

- **2Np.01** Understand and explain that the value of each digit in a 2-digit number is determined by its position in that number, recognising zero as a place holder.
- **2Np.02** Compose, decompose and regroup 2-digit numbers, using tens and ones.
- **2Np.03** Understand the relative size of quantities to compare and order 2-digit numbers.
- **2Np.04** Recognise and use ordinal numbers.
- **2Np.05** Round 2-digit numbers to the nearest 10.

Fractions, decimals, percentages, ratio and proportion

- **2Nf.01** Understand that an object or shape can be split into four equal parts or four unequal parts.
- **2Nf.02** Understand that a quarter can describe one of four equal parts of a quantity or set of objects.
- **2Nf.03** Understand that one half and one quarter can be interpreted as division.
- **2Nf.04** Understand that fractions (half, quarter and three-quarters) can act as operators.
- **2Nf.05** Recognise the relative size of $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$ and 1, and the equivalence of $\frac{1}{2}$ and $\frac{2}{4}$, and $\frac{2}{2}$, $\frac{4}{4}$ and 1.
- **2Nf.06** Understand and visualise that wholes, halves and quarters can be combined to create new fractions.

Geometry and Measure**Time**

- **2Gt.01** Order and compare units of time (seconds, minutes, hours, days, weeks, months and years).
- **2Gt.02** Read and record time to five minutes in digital notation (12-hour) and on analogue clocks.
- **2Gt.03** Interpret and use the information in calendars.

Geometrical reasoning, shapes and measurements

- **2Gg.01** Identify, describe, sort, name and sketch 2D shapes by their properties, including reference to regular polygons, number of sides and vertices. Recognise these shapes in different positions and orientations.
- **2Gg.02** Understand that a circle has a centre and any point on the boundary is at the same distance from the centre.
- **2Gg.03** Understand that length is a fixed distance between two points. Estimate and measure lengths using non-standard or standard units.
- **2Gg.04** Draw and measure lines, using standard units.
- **2Gg.05** Identify, describe, sort and name 3D shapes by their properties, including reference to number and shapes of faces, edges and vertices.
- **2Gg.06** Understand that mass is the quantity of matter in an object. Estimate and measure familiar objects using non-standard or standard units.
- **2Gg.07** Understand that capacity is the maximum amount that an object can contain. Estimate and measure the capacity of familiar objects using non-standard or standard units.
- **2Gg.08** Identify 2D and 3D shapes in familiar objects.
- **2Gg.09** Identify a horizontal or vertical line of symmetry on 2D shapes and patterns.
- **2Gg.10** Predict and check how many times a shape looks identical as it completes a full turn.
- **2Gg.11** Understand that an angle is a description of a turn, including reference to the terms whole, half and quarter turns, both clockwise and anticlockwise.
- **2Gg.12** Understand a measuring scale as a continuous number line where intermediate points have value.

Position and transformation

- **2Gp.01** Use knowledge of position and direction to describe movement.
- **2Gp.02** Sketch the reflection of a 2D shape in a vertical mirror line, including where the mirror line is the edge of the shape.

Statistics and Probability

Statistics

- **2Ss.01** Conduct an investigation to answer non-statistical and statistical questions (categorical data).
- **2Ss.02** Record, organise and represent categorical data. Choose and explain which representation to use in a given situation:
 - o lists and tables
 - o Venn and Carroll diagrams
 - o tally charts
 - o block graphs and pictograms.
- **2Ss.03** Describe data, identifying similarities and variations to answer non-statistical and statistical questions and discuss conclusions.

Probability

- **2Sp.01** Use familiar language associated with patterns and randomness, including regular pattern and random pattern.
- **2Sp.02** Conduct chance experiments with two outcomes, and present and describe the results.