

**SRPA Mathematician**

There are 3 areas underpinning the mathematics curriculum.

**Fluency**

Pupils develop conceptual understanding and the ability to recall and apply knowledge rapidly and accurately. This is facilitated through varied and frequent practice with increasingly complex problems.

**Mathematical reasoning**

Pupils learn to follow a line of enquiry and develop an argument, justification or proof using mathematical vocabulary.

**Problem solving**

Pupils apply their knowledge to a variety of increasingly routine and non-routine problems. They break the problems into a series of simple steps and work systematically to find solutions.

**NUMBER SENSE**

YEAR 2 PUPIL PASSPORT

I can. count in steps of 2, 3, and 5 from 0, and in 10s from any number, forward and backward…………....

I can recognise the place value of each digit in a two-digit

number (10s, 1s)…………………………….………………………

I can identify, represent and estimate numbers using different representations, including the number line

…………………………………………………………………………….

I can compare and order numbers from 0 up to 100; use

<, > and = sign …………………………………………………...

I can read and write numbers to at least 100 in numerals and in words ……………………………………………………….

I can use place value and number facts to solve problems............................................................... 

**ADDITION AND SUBTRACTION**

YEAR 2 PUPIL PASSPORT

I can solve problems with addition and subtraction using concrete objects and pictorial representations, including those involving numbers, quantities and measures ……………………………………………………………………….....

I can solve problems with addition and subtraction applying their increasing knowledge of mental and written methods………………......……………………………………….....

I can recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100

………………………………………………………………………….. 

I can add and subtract numbers using concrete objects, pictorial representations, and mentally, including:

- a two-digit number and 1s

- a two-digit number and 10s

- 2 two-digit numbers

- adding 3 one-digit numbers

………………………………………………………………………..…..

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I can show that addition of 2 numbers can be done in any order (commutative) and subtraction of 1 number from another………………………………………………………………….

I can recognise and use the inverse relationship between addition and subtraction and use this to check calculations & solve missing number problems………………………………

**MULTIPLICATION AND DIVISION**

YEAR 2 PUPIL PASSPORT

I can recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers ……………………………………………..…………

I can calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs

…………………………………………………………………….………

I can show that multiplication of 2 numbers can be done in any order (commutative) and division of 1 number by another cannot…………………………………………………………….…....

I can solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts

…………………………………………………………………………….

**FRACTIONS**

YEAR 2 PUPIL PASSPORT

I can recognise, find, name and write fractions 1/3, 1/4, 2/4 and 3/4 of a length, shape, set of objects or quantity

…………………………………………………………………………….

I can write simple fractions, for example 1/2 of 6 = 3 and recognise the equivalence of 2/4 and 1/2………………..

**MEASUREMENT**

YEAR 2 PUPIL PASSPORT

I can choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels…………………………………………………………………..

I can compare and order lengths, mass, volume/capacity and record the results using >, < and = ………………..

I can recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value…....

I can find different combinations of coins that equal the same amounts of money………………………......………… 

I can solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change….…………………………………………………….

I can compare and sequence intervals of time

………………………………………………………………………….…

I can 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…………………………………………………...

I know the number of minutes in an hour and the number of hours in a day…………………………………………….……….

**GEOMETRY**

YEAR 2 PUPIL PASSPORT

**Shapes**

I can identify and describe the properties of 2-D shapes, including the number of sides, and line symmetry in a vertical line…………………………………………………………………….….

I can identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces……

I can identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid]………………………………………………………………. 

I can compare and sort common 2-D and 3-D shapes and everyday objects ……………………………………………….....

**Position and Direction:**

I can order and arrange combinations of mathematical objects in patterns and sequences …………………......…

I can 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**

YEAR 2 PUPIL PASSPORT

I can interpret and construct simple pictograms, tally charts, block diagrams and tables………………………………………

I can 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……………………………………

**ALGEBRA**

YEAR 2 PUPIL PASSPORT

I can solve addition and subtraction problems involving missing numbers…………………………………………………...

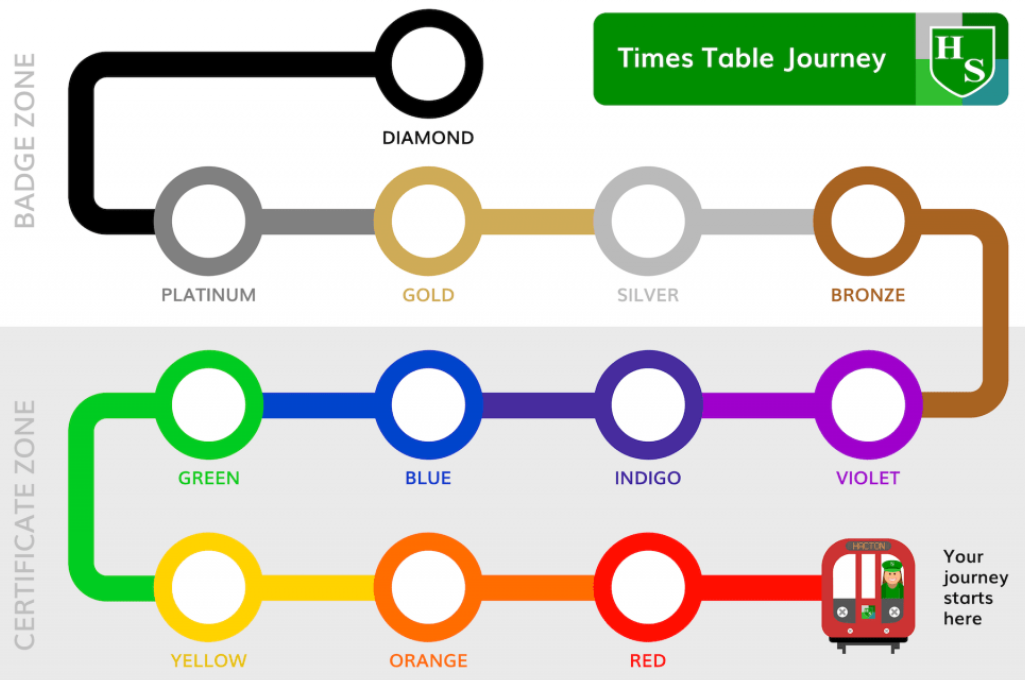
**SRPA TIMES TABLE JOURNEY**

Hop on board the times table train as you begin your fun- filled journey to become a Times Table Champion.

Don`t forget to pick up a souvenir at each station and remember… practice makes perfect!

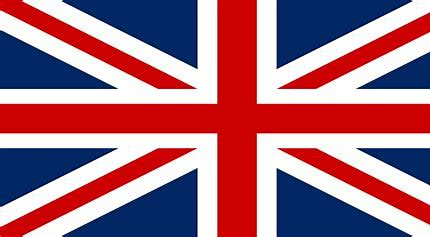


SRPA





Your journey starts here



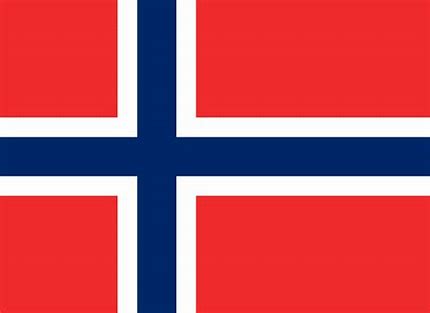






















**SRPA TIMESTABLE JOURNEY**