



**End of Term Expectations (End Points) for Maths**

Year	Autumn Term	Spring Term	Summer Term
2	<ul style="list-style-type: none"> <li>• Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward</li> <li>• Read and write numbers to at least 100 in numerals and in words • identify, represent and estimate numbers using different representations, including the number line</li> <li>• Recognise the place value of each digit in a two-digit number (tens, ones)</li> <li>• Compare and order numbers from 0 up to 100; use and = signs</li> <li>• Use place value and number facts to solve problems</li> <li>• Add and subtract numbers using concrete objects, pictorial representations, and mentally, including:               <ul style="list-style-type: none"> <li>➢ a two-digit number and ones</li> <li>➢ a two-digit number and tens</li> <li>➢ two two-digit numbers</li> <li>➢ adding three one digit numbers</li> </ul> </li> <li>• Solve problems with addition and subtraction:               <ul style="list-style-type: none"> <li>➢ using concrete objects and pictorial representations, including those involving numbers, quantities and measures</li> <li>➢ applying their increasing knowledge of mental and written methods</li> </ul> </li> <li>• Identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line</li> </ul>	<ul style="list-style-type: none"> <li>• Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers</li> <li>• Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot</li> <li>• Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (<math>\times</math>), division (<math>\div</math>) and equals (=) signs</li> <li>• Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts</li> <li>• Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (<math>^{\circ}\text{C}</math>); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels</li> <li>• Compare and order lengths, mass, volume/capacity and record the results using <math>&gt;</math>, <math>&lt;</math> and <math>=</math></li> <li>• Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value</li> </ul>	<ul style="list-style-type: none"> <li>• Recognise, find, name and write fractions <math>\frac{1}{3}</math>, <math>\frac{1}{4}</math>, <math>\frac{2}{4}</math> and <math>\frac{3}{4}</math> of a length, shape, set of objects or quantity</li> <li>• Recognise the equivalence of <math>\frac{2}{4}</math> and <math>\frac{1}{2}</math></li> <li>• Write simple fractions for example, <math>\frac{1}{2}</math> of <math>6 = 3</math></li> <li>• Compare and sequence intervals of time</li> <li>• 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</li> <li>• Know the number of minutes in an hour and the number of hours in a day</li> <li>• Order and arrange combinations of mathematical objects in patterns and sequences</li> <li>• 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)</li> <li>• Interpret and construct simple pictograms, tally charts, block diagrams and simple tables</li> <li>• Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity</li> </ul>

	<ul style="list-style-type: none"><li>• Identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid]</li><li>• Compare and sort common 2-D shapes and everyday objects</li><li>• Recognise and name common 3- D shapes [for example, cuboids (including cubes), pyramids and spheres]</li><li>• Compare and sort common 3-D shapes and everyday objects</li></ul>	<ul style="list-style-type: none"><li>• Find different combinations of coins that equal the same amounts of money</li><li>• Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change</li><li>•</li></ul>	<ul style="list-style-type: none"><li>• Ask and answer questions about totalling and comparing categorical data</li></ul>
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