



St. Bartholomew's C of E Primary School Stage 2 Maths

National Curriculum Strand	Sub Strand	Step 1	Step 2	Step 3	National Curriculum End of Stage Expectations
Number	Number system and counting (MA1:1)	1) To count to and across 100, forwards and backwards, beginning from 0 or 1, or from any given number	1) To count in steps of 2 and 5 from 0 and tens from any given number forward and backward	1) To count in steps of 3 from 0 forward and backward.	1) Count in steps of 2, 3 and 5 from 0, and in tens from any number forward and backward.
		2) To count, read and write numbers to 100 in numerals	2) To recognise the place value of each digit in a 2-digit number (tens and ones) up to 20.	2) To recognise the place value of each digit in a 2-digit number (tens and ones) up to 100	2) Recognise the place value of each digit in a 2-digit number (tens and ones)
		3) To compare and order numbers from 0 up to 20.	3) To compare and order numbers from 0 up to 20 using < and > signs.	3) To compare and order numbers from 0 up to 100; use <, > and = signs.	3) Compare and order numbers from 0 up to 100; use <, > and = signs.
		4) To read and write numbers from 1 to 20 in numerals and words	4) To read and write numbers from 1 to 50 in numerals and words	4) To read and write numbers to at least 100 in numerals and in words.	4) Read and write numbers to at least 100 in numerals and in words.
		5) To use number facts to solve problems using numbers up to 10	5) To use number facts and place value to solve problems using numbers up to 20	5) To use number facts and place value to solve problems using 2 digit numbers	5) Use number facts and place value to solve problems.
		Addition Subtraction Multiplication and Division (MA2:2)	6) To represent and use number bonds and related subtraction facts within 20	6) To recall addition and subtraction facts for all numbers to 20.	6) To recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100.

		7) To add and subtract 1-digit and 2-digit numbers to 20, including zero by counting on.	7) To add and subtract a single digit by bridging to 10 or a multiple of 10 To add and subtract a two digit number and tens.	7) To add and subtract two 2-digit numbers.	7) Add and subtract numbers using concrete objects, pictorial representations, and mentally, including: o A 2-digit number and ones o A 2-digit number and tens o Two 2-digit numbers o Adding three 1-digit numbers
		8) To solve missing number problems such as $7 = ? - 9$	8) To recognise and use the inverse relationship between addition and subtraction using numbers up to 20.	8) To recognise and use the inverse relationship between addition and subtraction and use this to check calculations and missing number problems.	8) Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and missing number problems.
		9) To recall and use multiplication and division facts for the 2 multiplication table.	9) To recall and use multiplication and division facts for the 10 multiplication table.	9) To recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables.	9) Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables.
		10) To solve multiplication and division questions using the 2, 5 and 10 times tables.	10) To solve multiplication and division questions using the 2, 5 and 10 times tables.	10) To calculate mathematical statements for multiplication and division within the multiplication tables and use the inverse to check answers.	10) Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (\times), division (\div) and equals (=) signs.
		11) To solve problems involving multiplication and division using materials and repeated addition and mental methods in context.	11) To solve problems involving multiplication and division using arrays.	11) To solve problems involving multiplication and division using mental methods in context.	11) Solve problems involving multiplication and division using materials, arrays, repeated addition and mental methods in context,
	Fractions (MA2:3)	12) To recognise, find and name a half as one of two equal parts of an object, shape or quantity	12) To recognise, find and write fraction $\frac{1}{3}$ of a length, shape or set of objects.	12) To recognise, find, name and write fractions, $\frac{2}{4}$ and $\frac{3}{4}$ of a length, shape, or set of objects.	12) Recognise, find, name and write fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$ and $\frac{3}{4}$ of a length, shape, or set of objects.
		13) To find $\frac{1}{2}$ or $\frac{1}{4}$ of a length.	13) To write simple fractions e.g. $\frac{1}{2}$, $\frac{1}{4}$ and $\frac{1}{3}$.	13) To write simple fractions e.g. $\frac{1}{2}$ of 6 = 3 and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$.	13) Write simple fractions e.g. $\frac{1}{2}$ of 6 = 3 and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$.

Geometry and Measures	Measurement (MA3:1)	14) To choose and use appropriate standard units to estimate and measure lengths and heights (cm/mm) using rulers	14) To choose and use appropriate standard units to estimate and measure mass/weight (kg/g) using scales	14) To choose and use appropriate standard units to estimate and measure capacity using (ml/l) and temperature (C) thermometers.	14) 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
		15) To combine amounts to make a particular value up to 10p then 20p.	15) To combine amounts to make a particular value up to 50p.	15) To combine amounts to make a particular value up to £1	15) Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value.
		16) To find different combinations of coins that equal the same amounts of money up to 10p	16) To find different combinations of coins that equal the same amounts of money up to 20p	16) To find different combinations of coins that equal the same amounts of money up to £1	16) Find different combinations of coins that equal the same amounts of money
		17) To solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change up to 10p then 20p.	17) To solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change up to 50p.	17) To solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change up to £1	17) Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change.
		18) To tell the time to the hour and half past hour and draw the hands on a clock to show these times	18) To read and write the time for quarter past and quarter to the hour and draw the hands on a clock to show these times	18) To tell and write the time to five minutes and draw the hands on a clock face to show these times.	18) 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.
	Geometry Property of Shape. (MA3:2)	19) To recognise and name common 2-D shapes including: 2-D shapes (e.g. rectangles (including squares), circles and triangles	19) To identify and describe the properties of 2-D shapes, including the number of sides (rectangles, squares, triangles, circles, pentagons, hexagons and octagons)	19) To identify the line of symmetry in a vertical line.	19) Identify and describe the properties of 2-D shapes, including the number of sides and symmetry in a vertical line.

		20) To recognise and name common 3-D shapes (e.g. cuboids (including cubes), pyramids and spheres)	20) To identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces (cuboids, cubes, pyramids, spheres, cones, cylinders)	20) To describe the 2-D shapes on the surface of 3-D shapes.	20) Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces.
	Geometry Position and direction (MA3:3)	21) To describe position, direction and movement, including whole, half, quarter and three quarter turns	21) To describe rotation in terms of a right angles for quarter, half and three quarter turns	21) To describe rotation in terms of a right angles for quarter, half and three quarter turns (clockwise and anti-clockwise)	21) Use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn in terms of right angles for quarter, half and three quarter turns (clockwise and anti-clockwise)
Statistics	Statistics (MA4:1)	22) To interpret and construct simple pictograms and simple tally charts.	22) To interpret and construct simple block graphs and tables.	22) To solve problems involving tables, pictograms, tally charts and block graphs.	22) Interpret and construct simple pictograms, tally charts, block diagrams and simple tables
		23) To answer questions about totalling categorical data.	23) To ask and answer questions about totalling and comparing categorical data.	23) To ask and answer questions about totalling and comparing categorical data where pictures and blocks represent different quantities.	23) Ask and answer questions about totalling and comparing categorical data