Year 2 Maths Assessment Grid



The three standards in this framework contain a number of 'pupil can' statements. To judge that a pupil is working at a standard in mathematics, teachers need to have evidence which demonstrates that the pupil meets **all** of the statements within that standard.

Working towards the expected standard	Working at the expected standard	Working at greater depth within the expected standard
The pupil can:	The pupil can:	The pupil can:
 read and write numbers in numerals up to 100 partition a two digit number into tens and ones to demonstrate an understanding of place value, though they may use structured resources (eg base 10 apparatus) to support them add and subtract two digit numbers and ones and two digit numbers and tens, where no regrouping is required, explaining their method verbally, in pictures or using apparatus (eg 23 + 5, 46 + 20, 16 - 5, 88 - 30) recall at least four of the six (0+10, 1+9, 2+8, 3+7, 4+6, 5+5) number bonds for 10 and reason about associated facts (eg 6 + 4 = 10 therefore 4 + 6 = 10 and 10 - 6 = 4) count in twos, fives and tens from 0 and use this to solve problems know the value of different coins name some common 2D and 3D shapes from a group of shapes or from pictures of the shapes and describe some of their properties (eg triangles, rectangles, squares, circles, cuboids, cubes, pyramids and spheres) 	 read scales (the scale can be in the form of a number line, a practical situation or a graph axis) in divisions of ones, twos, fives and tens partition any two digit number into different combinations of tens and ones, explaining their thinking verbally, in pictures or using apparatus add and subtract any 2 two digit numbers using an efficient strategy, explaining their method verbally, in pictures or using apparatus (eg 48 + 35, 72 - 17) recall all number bonds to and within 10 and use these to reason with and calculate bonds to and within 20, recognising other associated additive relationships (eg if 7+3=10 then 17+3=20, if 7-3=4 then 17-3=14, leading to if 14+3=17 then 3+14=17, 17-14=3 and 17-3=14) recall multiplication and division facts for 2, 5 and 10 and use them to solve simple problems, demonstrating an understanding of commutativity as necessary identify ¼, 1/3, ½, 2/4, ¾ of a number or shape, and know that all parts must be equal parts of the whole use different coins to make the same amount read the time on a clock to the nearest 15 minutes name and describe properties of 2D and 3D shapes, including number of sides, vertices, edges, faces and lines of symmetry 	 read scales (the scale can be in the form of a number line, a practical situation or a graph axis) where not all numbers on the scale are given and estimate points in between recall and use multiplication and division facts for 2, 5 and 10 and make deductions outside known multiplication facts use reasoning about numbers and relationships to solve more complex problems and explain their thinking (eg 29 + 17= 15 + 4 + ?; Together Jack and Sam have £14. Jack has £2 more than Sam. How much money does Sam have? etc) solve unfamiliar word problems that involve more than one step (e.g. which has the most biscuits, 4 packets of biscuits with 5 in each packet or 3 packets of biscuits with 10 in each packet?). read the time on a clock to the nearest 5 minutes. describe similarities and differences of 2D and 3D shapes, using their properties (eg that 2 different 2D shapes both have only one line of symmetry; that a cube and a cuboid have the same number of edges, faces and vertices but different dimensions).