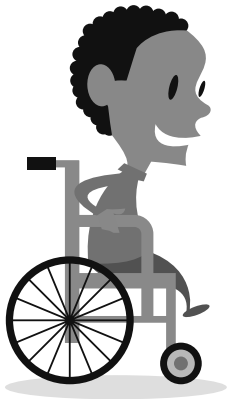
For information on the next level see
Understanding progress in mathematics: a guide for parents

Working at level 2 in maths

Children will be able to do many of the following:

- explain why they think something is correct
- count up to 100 and put numbers up to 100 in the correct order
- know number bonds to 10, for example, 4 + 6 = 10, 10 = 9 + 1
- complete addition and subtraction calculations, and appreciate that addition and subtraction 'undo one another'
- understand the equals sign, for example, 8 – 1 = 5 + 2
- recognise odd and even numbers
- name 2D and 3D shapes and identify faces, edges and vertices (the point where edges meet) on these shapes
- begin to understand angles, for example, they can recognise that when you change direction, the amount you turn through at a point is an angle
- measure the lengths of objects (for example, a pencil or a table) and weigh things to the nearest mark on the scale
- put events in the correct order, for example, giving instructions for a familiar journey
- collect information (data) to find out the answer to questions, for example, how many people have school dinners? How do people travel to school?



What you can do at home
to help your child make progress

- play with wooden blocks building towers and other structures. Is it possible to build two towers of the same height, whatever number of blocks you start with?
- from a pack of cards (without the tens, the Jacks, the Queens and the Kings) play a game of pairs where you try to turn over two cards that add up to 10
- with a pack of dominoes play the game of 'pairs' where you turn over two dominoes so the total number of spots is 12
- talk about shapes that can be found in the house
- play a game of estimating then measuring the lengths of objects in the house
- play a game of ordering everyday objects according to their weight, and then weigh them
- when someone opens a door, talk about the angle the door has turned through
- draw your child's attention to the clock so they learn to match times with events
- talk about what whole numbers mean when they appear in everyday situations such as car number plates, road signs, on a clock face, a flat or a house number. For example, counting out odd and even house numbers on a street
- play a game of 'find the number' somewhere in the house or on the way to school.