

NRICH problems (nrich.maths.org) linked to the Curriculum for Wales Foundation Phase Framework for Year 2

The stars indicate the level of confidence and competence needed to begin the activity. One star problems will be suitable for the whole class, two stars for the majority and three stars for those who like a serious challenge. Games are indicated by 'G', problems by 'P' and investigations by 'I'.

N.B. This is work in progress – we would really appreciate your comments. Please email emp1001@cam.ac.uk

Key: Normal text: LNF Statement Area of Learning Skill ❖ Extended skills ▲						
Strand / PoS Element	PoS Objective	NRICH Resources	PoS Objective	NRICH Resources	PoS Objective	NRICH Resources
Using Number Skills Use number facts and relationships	Count sets of objects by grouping in 2s, 5s or 10s.		Recite numbers beyond 100, forwards and backwards and from different starting points. ❖		Read and write numbers to at least 100. ▲ Read and write number words to 100. ❖	How Would We Count? I * Tug of War G * Count the Crayons I *
Using Number Skills Use number facts and relationships	Compare and order 2-digit numbers.	Domino Sequences P * Domino Number Patterns P ** Next Domino P * 100 Square Jigsaw P * That Number Square! I *	Demonstrate an understanding of place value up to at least 100. ❖	Snail One Hundred G * Two-digit Targets P * 6 Beads P **	Use mental recall of number facts to 10 to derive other facts, i.e.-doubling and halving, e.g. <i>derive 40 + 40</i>	
Using Number Skills Use number facts and relationships	Recall doubles up to 20. ❖		Recognise odd and even numbers up to 100. ❖	Largest Even P * How Odd P ** Even and Odd P *	Count on in 2s, 5s and 10s from any given number. ❖	Buzzy Bee P * Five Steps to 50 I *
Using Number Skills Use number facts and relationships	Recall and use 2, 5 and 10 multiplication tables.	Odd Times Even P * Two Numbers Under the Microscope P ** Ring a Ring of Numbers P ** More Numbers in the Ring P *** Doing and Undoing P * Clapping Times P *	Begin to link multiplication with simple division. E.g. grouping and sharing in 2s, 5s and 10s. ❖	Lots of Lollies P ***	Use and record ordinal numbers in practical situations. ❖	

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Using Number Skills Fractions, decimals, percentages and ratio	Find halves and quarters in practical situations.	Making Longer, Making Shorter P **				
Using Number Skills Calculate using mental and written methods	Partition 2-digit numbers and know the value of each digit. ❖		Mentally add 10 or 20 to a given number up to 100. ❖		Mentally subtract 10 or 20 from a given number up to 100. ❖	
Using Number Skills Calculate using mental and written methods	Find small differences within 20 by using 'counting on' strategies.		Use mental recall of number facts to 10 and place value to add or subtract larger numbers, e.g. $24 + 4$, $30 + 5$, $34 + 10$.	Number Round Up P *** 4 Dom P *** Strike it Out G * Cuisenaire Environment I * Jumping Squares P ** Number Balance P **	Find a small difference between two numbers by counting on, e.g. $44 - 28 = \square$ ❖	Unit Differences P *
Using Number Skills Calculate using mental and written methods	Solve one- and two-step problems that involve addition and subtraction, multiplication and simple division including missing number problems, e.g. $40 - \square = 19$. ❖	Getting the Balance P *** Noah P ** Eggs in Baskets P ** The Brown Family P *** Birthday Cakes P ** Sitting Round the Party Tables I * Cuisenaire Counting P * Two Spinners P *	Use partitioning strategies to double and halve 2-digit numbers. ❖	Double or Halve? G *	Understand that multiplication is repeated addition, e.g. $2 + 2 + 2$ is the same as 'three twos'. ❖	

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Using Number Skills Calculate using mental and written methods	Add/subtract 9 or 11 from given number by adding/subtracting 10 and adjusting. ❖		Understand and use mathematical symbols for addition, subtraction, multiplication, division and equals. ❖	Ordering Cards P * Which Symbol? P * I'm Eight I *	Understand and use the different mathematical terms for addition, subtraction, multiplication, division and equals, e.g. <i>find the total, share, goes into.</i> ❖	Our Numbers I * Are You Well Balanced? P *** Magic Plant P ** The Amazing Splitting Plant P *** The Tomato and the Bean P *** Lots of Lollies P *** Ip Dip I *
Using Number Skills Estimate and check	Use checking strategies: -repeat addition in a different order -use halving and doubling within 20.	The Add and Take-away Path P * Secret Number G * How Many? I * What Was in the Box? P * Doing and Undoing P *	Make a sensible estimate of measurement in length, height, weight and capacity that can be checked using standard measures. ❖	Discuss and Choose P * Little Man P **		
Using Number Skills Manage money	Use different combinations of money to pay for items up to £1.	Five Coins I ** Money Bags P **	Find totals and give change from multiples of 10p.	The Puzzling Sweet Shop P **		
Using Measuring Skills Length, weight/mass, capacity	Use standard units to measure: length, height and distance: weight/mass weights; capacity.	Order, Order! P * Compare the Cups I *	Use symbols related to weight, measure and capacity. ❖			

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Using Measuring Skills Time	Read hours and minutes on a 12-hour digital clock		Record the days of the Wk, the months and seasons of the year. ❖		Read 'half past', 'quarter past' and 'quarter to' on an analogue clock.	What's the Time? P * Stop the Clock G ***
Using Measuring Skills Temperature Area and volume, Angle and position	Compare daily temperatures using a thermometer (°C).		Recognise half and quarter turns, clockwise and anti-clockwise. Recognise that a quarter turn is a right angle.		Use mathematical vocabulary to describe position, direction and movement. ❖	Turning Man P * Walking Round a Triangle P * Cover the Camel P *
Using Geometry Skills Shape	Recognise and name regular and irregular 2D shapes and 3D shapes, understand and use the properties of shape. ❖	Shapely Lines I * Chain of Changes P ** Complete the Square P *** Let's Investigate Triangles I * Poly Plug Rectangles I * Square It G * Inside Triangles P *** Matching Triangles P * Data Shapes P *	Make increasingly more complex or accurate models with 3D shapes and tessellate 2D shapes. ❖	Building with Solid Shapes P * Skeleton Shapes P ** Rolling That Cube P * Cubes I * Shadow Play P ***	Movement Identify a line of symmetry for 2D shapes and complete symmetrical pictures. ❖	Colouring Triangles I **

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Using Data Skills Collect and record data Present and analyse data Interpret results	Sort and classify objects using more than two criterion. ✧	Sort the Street I *	Gather and record data from: -lists and tables -diagrams -block graphs -pictograms where the symbol represents one unit.	Sticky Data I * If the World Were a Village I * Plants P ** What Shape and Colour? P * Carroll Diagrams P ** Ladybird Count P *	Extract and interpret information from lists, tables, diagrams and graphs.	The Hair Colour Game P ** Mixed-up Socks P ** Button-up P * Beads and Bags I * In the Playground I **
Pattern	Order and arrange combinations of mathematical objects in patterns, and discuss the relationship between them.	Poly Plug Pattern I * Triple Cubes I * A City of Towers P ** Caterpillars I **				