

Year 2 Maths Knowledge Organiser



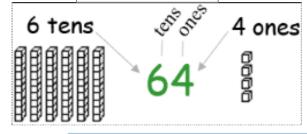
5 10 15 20 25 30 35 40 45 50

10 20 30 40 50 60 70 80 90 100

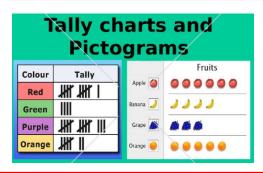




Place Value



Number Words				
1	one		11	eleven
2	two		12	twelve
3	three		13	thirteen
4	four		14	fourteen
5	five		15	fifteen
6	six		16	sixteen
7	seven		17	seventeen
8	eight		18	eighteen
9	nine		19	nineteen
10	ten		20	twenty



Commutative Law

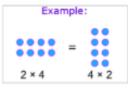
The commutative law means numbers can be added or multiplied in any order without affecting the answer.

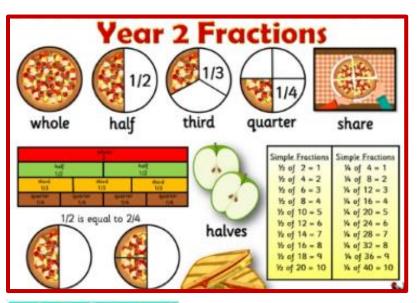
For example: 2 x 4 x 5 is the same as 5 x 4 x 2

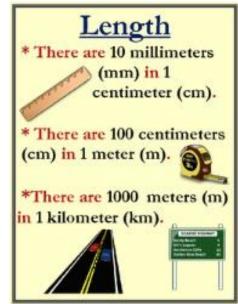
OR When adding 26 + 30 + 4, the commutative law lets you rearrange the 30 and the 4 to get 26 + 4 + 30 so that we can add the 26 and 4 first.

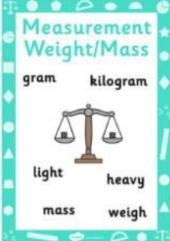


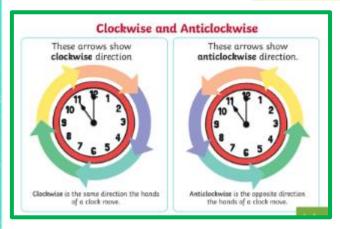
Subtraction and commutative







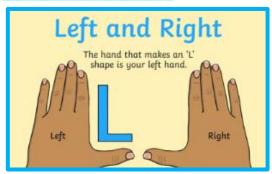


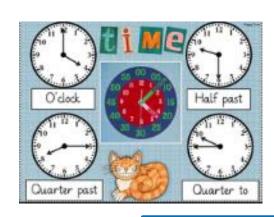


Position and direction
Whole turn
Half turn

Quarter turn

Three quarter turn





How to solve problems

Read the problem carefully.

Underline key words and numbers.

Cross out what you don't need.

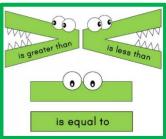
Choose the right operation(s).

Solve the problem. Write out the sum and do the calculation.

Answer the question. Show your working out.

Check your work. Use the inverse operation(s).





24 hours = 1 day 7 days = 1 week 365 days = 1 year

52 weeks = 1 year

Time

60 seconds = 1 minute

60 minutes = 1 hour