

BASELINE EXPECTATIONS – J2 (Yr 2) to J3(Yr 2)

Mathematics

- Counting 1 – 100 (1-50 for less able).Place value TU.
- Addition – two digits – no carrying.
- Subtraction – two digits – no borrowing.
- Awareness and working knowledge of number bonds within 10.
- Awareness and working knowledge of x2, x5 and x10 multiplication tables.
- Time – o'clock and half-past.
- Fractions – wholes and halves.
- Counting in twos, fives and tens from any given number.
- Recognise odd and even numbers.
- Recognise flat shapes and simple 3D shapes.
- Recognise symmetrical shapes.
- Data handling – block graphs and pictograms.

English

- **Reading/Comprehension**
- Comprehension – be able to read and complete questions based on a simple text. Be able to read for meaning.
- Be able to approach unfamiliar words using decoding strategies, applying Letterland rules taught so far
- Respond to simple punctuation such as full stops at the end of a sentence.
- Letterland –initial blends, (Hat Man Happenings, The Vowel Stealers and 'er' brothers, Giants 'all' and 'full' 'ng'. All vowel consonant diagraphs and trigraphs;

Writing

- Handwriting – to hold the pencil in a tripod grip and write letters clearly and correctly, copying from the board at reasonable speed.
- Writing – be able to produce weekly news in picture and text sequences.
- Be able to write imaginatively and creatively using picture card and other prompts.
- Be able to write independently using word books

Punctuation

- Separation of words with spaces
- Use of capital letters, full stops, question marks and exclamation marks to demarcate sentences
- Capital letters for proper nouns and for the personal pronoun.

Grammar

- Regular plural noun suffixes – s or – es including the effects of these on the meaning of the noun
- Suffixes that can be added to verbs where no change is needed in the spelling of root words eg helping, helped, helper
- How words can combine to make sentences
- Joining words and joining clauses using and.

Pastoral

Be able to change for swimming and games without assistance.

Be able to pack own bags and reading folders and take responsibility for handing in homework when asked.

To take responsibility for own personal hygiene while at school.

Be able to hold scissors correctly and cut out carefully.