

Year 2 Recall Cards Set 1

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Numbers

To **count** is finding out how
_____ are in a group.

Numbers

Addition is finding
the _____.

Numbers

The **sum** is what you get
when you _____ numbers.

Numbers

Number bonds are different _____
of numbers which make up the
_____ number.
For example, the number bonds for 10
are 1+9, 2+8, 3+7, 4+6 and 5+5.

Numbers

Addition is finding the **total**.

Numbers

To **count** is finding out how **many** are in a group.

Numbers

Number bonds are different **pairs** of numbers which make up the **same** number.

For example, the number bonds for 10 are 1+9, 2+8, 3+7, 4+6 and 5+5.

Numbers

The **sum** is what you get when you **add** numbers.

Numbers

Least means the
_____ amount.

Numbers

Most means the _____
or _____ amount.

Numbers

More is a _____ number.

Numbers

Less is a _____ number.

Numbers

Most means the greatest
or largest amount.

Numbers

Least means the
smallest amount.

Numbers

Less is a smaller number.

Numbers

More is a larger number.

Numbers

The sign = is used to show
_____ quantities
or numbers.

Numbers

Equal means exactly the
_____ amount or value.

Numbers

More than means that the
number is _____ or one
group has _____ in it than
another group.

Numbers

Less than means that the
number is _____ or one
group has _____ in it than
another group.

Numbers

Equal means exactly the same amount or value.

Numbers

The sign = is used to show equal quantities or numbers.

Numbers

Less than means that the number is smaller or one group has less in it than another group.

Numbers

More than means that the number is larger or one group has more in it than another group.

Numbers

Division is to _____ or
_____ things _____.

Numbers

Subtraction is _____
one number or quantity
from another.

Numbers

Doubling is the same as
multiplying by ____.

Numbers

The **difference** is found
when you _____
numbers.

Numbers

Subtraction is taking away one number or quantity from another.

Numbers

Division is to share or group things equally.

Numbers

The **difference** is found when you subtract numbers.

Numbers

Doubling is the same as multiplying by 2.

Numbers

An **even number** is any number that can be divided exactly by __.

Numbers

An **odd number** is any number that cannot be divided exactly by __.

Numbers

Total is how much there is _____.

Numbers

Altogether is how much there is in _____.

Numbers

An **odd number** is any number that cannot be divided exactly by 2.

Numbers

An **even number** is any number that can be divided exactly by 2.

Numbers

Altogether is how much there is in total.

Numbers

Total is how much there is altogether.

Numbers

Multiplication is _____ the _____
number again and again
(**or** repeated addition).
For example; $4 \times 3 = 4 + 4 + 4 = 12$

Numbers

A **multiple** of a number is the
number you get when you
_____ that number by any
whole number.

Numbers

An **array** is formed by arranging a set of
objects into _____ and _____.
Each column must contain the same number
of objects as the other columns, and each row
must have the same number as the
other rows.

Numbers

A **sequence** is a set of things that are
in _____ and follow a pattern or _____.
For example, house numbers might
follow a sequence of even numbers:
2, 4, 6, 8 and so on.

Numbers

A **multiple** of a number is the number you get when you **multiply** that number by any whole number.

Numbers

Multiplication is adding the same number again and again (**or** repeated addition).
For example; $4 \times 3 = 4 + 4 + 4 = 12$

Numbers

A **sequence** is a set of things that are in **order** and follow a pattern or **rule**.
For example, house numbers might follow a sequence of even numbers:
2, 4, 6, 8 and so on.

Numbers

An **array** is formed by arranging a set of objects into **rows** and **columns**.
Each column must contain the same number of objects as the other columns, and each row must have the same number as the other rows.

Numbers

A **pattern** is an arrangement of numbers, lines or shapes that follow a ____.

Numbers

The symbol $<$ means
_____ e.g. $2 < 3$

Numbers

The symbol $>$ means
_____ e.g. $4 > 3$

Numbers

The symbol $=$ means
_____ e.g. $3 + 2 = 4 + 1$

Numbers

The symbol $<$ means
less than e.g. $2 < 3$

Numbers

A **pattern** is an arrangement
of numbers, lines or shapes
that follow a rule.

Numbers

The symbol $=$ means
equal to e.g. $3 + 2 = 4 + 1$

Numbers

The symbol $>$ means
greater than e.g. $4 > 3$

Numbers

Place value is the value of each _____
in a number.

It means understanding that 82 is made
up of 8 tens (80) and 2 ones (2).

Numbers

The **tens** is the value of the digit in
the _____ place value column.

The value of the tens in the
number 78 is 7 tens (70).

Numbers

The **ones** is the value of the digit
in the _____ place value column.

The value of the ones in the
number 92 is 2 ones (2).

Numbers

The **quantity** is how _____
there is of something.

Numbers

The **tens** is the value of the digit in the second place value column.

The value of the tens in the number 78 is 7 tens (70).

Numbers

Place value is the value of each digit in a number.

It means understanding that 82 is made up of 8 tens (80) and 2 ones (2).

Numbers

The **quantity** is how much there is of something.

Numbers

The **ones** is the value of the digit in the first place value column.

The value of the ones in the number 92 is 2 ones (2).

Fractions

A **fraction** is an _____
of a _____.

Fractions

The **denominator** is the _____
number in a fraction, which tells
us how many _____ parts the
whole has been split into.

Fractions

The **numerator** is the _____ number
in a fraction, which tells us how
many of the _____ parts you are
dealing with.

Fractions

Half is one of
_____ parts.

Fractions

The **denominator** is the bottom number in a fraction, which tells us how many equal parts the whole has been split into.

Fractions

A **fraction** is an equal part of a whole.

Fractions

Half is one of two equal parts.

Fractions

The **numerator** is the top number in a fraction, which tells us how many of the equal parts you are dealing with.

Fractions

A **quarter** is one of _____
equal parts.

Fractions

A **third** is one of
_____ parts.

Fractions

Equivalent means
'worth the _____'.

Fractions

Equivalent fractions are fractions
with the _____ value though each
has a different numerator and
denominator e.g. $\frac{2}{4} = \frac{4}{8}$

Fractions

A **third** is one of three equal parts.

Fractions

A **quarter** is one of four equal parts.

Fractions

Equivalent fractions are fractions with the same value though each has a different numerator and denominator e.g. $\frac{2}{4} = \frac{4}{8}$

Fractions

Equivalent means 'worth the same'.

Measures

Mass is a measure of how
_____ something is.

Measures

Scales can be used to
measure _____.

Measures

Hours are a measure
of _____.

Measures

There are _ days
in _ week.

Measures

Scales can be used to
measure mass.

Measures

Mass is a measure of how
heavy something is.

Measures

There are 7 days
in 1 week.

Measures

Hours are a measure
of time.

Measures

Quick means moving ____.

Measures

Slow means taking
a ____ time.

Measures

Full means holding the
____ amount.

Measures

Empty means
holding ____.

Measures

Slow means taking
a long time.

Measures

Quick means moving fast.

Measures

Empty means
holding nothing.

Measures

Full means holding the
most amount.

Measures

Capacity is how much something _____.

Measures

Length is the _____
from end to end.

Measures

Height is the _____
distance from the ground.

Measures

An **analogue clock** has hands
(or pointers) to show the _____.
The **short hand** shows the _____.
The **long hand** shows the _____.

Measures

Length is the distance
from end to end.

Measures

Capacity is how much
something holds.

Measures

An **analogue clock** has hands
(or pointers) to show the time.
The **short hand** shows the hours.
The **long hand** shows the minutes.

Measures

Height is the vertical
distance from the ground.

Measures

There are ____ **minutes**
in **1 hour**.

Measures

There are **24** hours
in ____ day.

Measures

Metres (m) are units
for measuring _____
or _____.

Measures

Centimetres (cm) are
units for measuring _____.

Measures

There are **24** hours
in **1** day.

Measures

There are **60** minutes
in **1** hour.

Measures

Centimetres (cm) are
units for measuring length.

Measures

Metres (m) are units
for measuring distance
or length.

Measures

Kilograms (kg) are units for measuring _____ or _____.

Measures

Grams (g) are units for measuring _____ or _____.

Measures

Temperature is how _____ or _____ something is.

Measures

Temperature is measured in degrees _____ ($^{\circ}\text{C}$).

Measures

Grams (g) are units for measuring mass or weight.

Measures

Kilograms (kg) are units for measuring mass or weight.

Measures

Temperature is measured in degrees Celsius (°C).

Measures

Temperature is how hot or cold something is.

Measures

A **thermometer** is an instrument for measuring _____.

Measures

One pound (£1)
= _____ pence.

Measures

The symbol **£** means _____. The symbol **p** means _____.

Measures

Width is the _____ distance from side to side.

Measures

One pound (£1)
= 100 pence.

Measures

A **thermometer** is an
instrument for measuring
temperature.

Measures

Width is the horizontal
distance from side to side.

Measures

The symbol **£** means
pounds. The symbol **p**
means pence.

Geometry

A **2D-shape** is a
_____ shape.

Geometry

A **square** is a _-sided ____ shape
with straight sides where:

- all sides have equal length
- all corners are the same.

Geometry

A **triangle** is a _-sided ____
shape with straight sides.

Geometry

A **rectangle** is a _-sided ____ shape
with straight sides where:

- all corners are the same
- opposite sides are equal length.

Geometry

A **square** is a 4-sided flat shape with straight sides where:

- all sides have equal length
- all corners are the same.

Geometry

A **2D-shape** is a flat shape.

Geometry

A **rectangle** is a 4-sided flat shape with straight sides where:

- all corners are the same
- opposite sides are equal length.

Geometry

A **triangle** is a 3-sided flat shape with straight sides.

Geometry

A **3-D shape** is a
_____ shape.

Geometry

Position is where
something is _____ in
relation to something else.

Geometry

A **pentagon** is a polygon
with _____ straight sides.

Geometry

A **hexagon** is a polygon
with _____ straight sides.

Geometry

Position is where something is located in relation to something else.

Geometry

A **3-D shape** is a solid shape.

Geometry

A **hexagon** is a polygon with six straight sides.

Geometry

A **pentagon** is a polygon with five straight sides.

Geometry

An **octagon** is a polygon with _____ straight sides.

Geometry

A **semi-circle** is _____ of a circle.

Geometry

An **edge** is where two faces _____ on a 3-D shape.

Geometry

A **face** is one of the flat or curved _____ of a 3-D shape.

Geometry

A **semi-circle** is half of a circle.

Geometry

An **octagon** is a polygon with eight straight sides.

Geometry

A **face** is one of the flat or curved surfaces of a 3-D shape.

Geometry

An **edge** is where two faces meet on a 3-D shape.

Geometry

A **vertex** is a _____ at which two or more lines meet in an object or shape.

Geometry

A **sphere** is a 3-D object shaped like a _____. Every point on the surface is the same distance from the centre.

Geometry

A **cube** has _____ square faces, _____ vertices and _____ edges.

Geometry

A **cuboid** has _____ rectangular faces, _____ vertices and _____ edges.

Geometry

A **sphere** is a 3-D object shaped like a ball. Every point on the surface is the same distance from the centre.

Geometry

A **vertex** is a point at which two or more lines meet in an object or shape.

Geometry

A **cuboid** has 6 rectangular faces, 8 vertices and 12 edges.

Geometry

A **cube** has 6 square faces, 8 vertices and 12 edges.

Geometry

Clockwise is the _____
that the hands of a
clock travel.

Geometry

Anti-clockwise is the
_____ direction to the way
the hands on a clock turn.

Geometry

A **turn** is a _____
around a point.

Statistics

A **pictogram** uses pictures or symbols
to display information. Each symbol
represents an _____, and you
can use part of a symbol to show a
smaller amount.

Geometry

Anti-clockwise is the opposite direction to the way the hands on a clock turn.

Geometry

Clockwise is the direction that the hands of a clock travel.

Statistics

A **pictogram** uses pictures or symbols to display information. Each symbol represents an amount, and you can use part of a symbol to show a smaller amount.

Geometry

A **turn** is a rotation around a point.