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| **Number: Place Value** |
| **Counting*** count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward

**Comparing Numbers*** compare and order numbers from 0 up to 100; use <, > and = signs

**Identifying, representing and estimating numbers*** identify, represent and estimate numbers using different representations, including the number line

**Reading and Writing Numbers*** read and write numbers to at least 100 in numerals and in words

**Understanding Place Value*** recognise the place value of each digit in a two-digit number (tens, ones)

**Problem Solving*** use place value and number facts to solve problems.
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| **Number: Addition and Subtraction** |
| **Number Bonds*** recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100

**Mental Calculation*** add and subtract numbers using concrete objects, pictorial representations, and mentally, including:
	+ a two-digit number and ones
	+ a two-digit number and tens
	+ two two-digit numbers
	+ adding three one-digit numbers
* show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot

**Inverse operations, estimating and checking answers*** recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.

**Problem Solving*** solve problems with addition and subtraction:
	+ using concrete objects and pictorial representations, including those involving numbers, quantities and measures
	+ applying their increasing knowledge of mental and written methods
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| **Number: Multiplication and Division** |
| **Multiplication and Division Facts** * count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward
* recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers

**Mental Calculation** * show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot

**Written Calculation*** calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs

**Problem Solving*** solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.
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| **Number - Fractions** |
| **Counting in fractional steps*** Pupil should count in fractions up to 10, starting from any number and using the ½ and 2/4 equivalence on the number line (non statutory guidance)

**Recognising Fractions*** recognise, find, name and write fractions ⅓, ¼, 2⁄4 and ¾ of a length, shape, set of objects or quantity

**Equivalence*** write simple fractions e.g. ½ of 6 = 3 and recognise the equivalence of two quarters and one half.
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| **Algebra** |
| **Equations*** recognise and use the inverse relationship between addition and subtraction and use this to check calculations and missing number problems. (copied from Addition and Subtraction)
* recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 (copied from Addition and Subtraction)

**Sequences*** compare and sequence intervals of time (copied from Measurement)
* order and arrange combinations of mathematical objects in patterns (copied from Geometry: position and direction)
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| **Measurement** |
| **Comparing and Estimating** * compare and order lengths, mass, volume/capacity and record the results using >, < and =
* compare and sequence intervals of time

**Measuring and Calculating*** choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels
* recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value
* find different combinations of coins that equal the same amounts of money
* solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change

**Telling the time*** tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times
* compare and sequence intervals of time

**Converting*** know the number of minutes in an hour and the number of hours in a day.
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| **Geometry: Properties of Shapes** |
| **Identifying shapes and their properties** * identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line
* identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces
* identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid]

**Comparing and classifying*** compare and sort common 2-D and 3-D shapes and everyday objects.
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| **Geometry: Position and Direction** |
| **Position, direction and movement*** use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise).

**Pattern*** order and arrange combinations of mathematical objects in patterns and sequences
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| **Statistics** |
| **Interpreting, constructing and presenting data*** interpret and construct simple pictograms, tally charts, block diagrams and simple tables
* ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity
* ask and answer questions about totalling and comparing categorical data.
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