



Autumn Term 1

	Year 1	Year 2	Year 3	Year 4
Number Sense	<p><u>Number, place value and rounding</u></p> <ul style="list-style-type: none"> count to and across 100, forwards and backwards, beginning with 0 or 1 count, read and write numbers to 100 in numerals given a number, identify one more and one less identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least <p><u>Measurement</u></p> <ul style="list-style-type: none"> compare, describe and solve practical problems for: <ul style="list-style-type: none"> lengths and heights [for example, long / short, longer / shorter, tall / short, double / half] mass or weight [for example, heavy / light, heavier than, lighter than] capacity / volume [for example, full / empty, more than, less than, half, half full, quarter] recognise and use language relating to dates, including days of the week, weeks, months and years. 	<p><u>Number, place value and rounding</u></p> <ul style="list-style-type: none"> count in steps of 2 and 5 from 0 and in tens from any number, forward and backward recognise the place value of each digit in a two-digit number (tens, ones) identify, represent and estimate numbers using different representations, including the number line compare and order numbers from 0 up to 100 read and write numbers to at least 100 in numerals use place value and number facts to solve problems <p><u>Measurement</u></p> <ul style="list-style-type: none"> compare and order lengths, mass, volume / capacity compare and sequence intervals of time <p><u>Statistics</u></p> <p>ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity</p>	<p><u>Number and place value</u></p> <ul style="list-style-type: none"> count from 0 in multiples of 100; find 10 or 100 more or less than a given number recognise the place value of each digit in a three-digit number (hundreds, tens, ones) compare and order numbers up to 1000 identify, represent and estimate numbers using different representations read and write numbers up to 1000 in numerals and in words solve number problems and practical problems involving these ideas 	<p><u>Number and place value</u></p> <ul style="list-style-type: none"> count in multiples of 1000 find 1000 more or less than a given number recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) order and compare numbers beyond 1000 identify, represent and estimate numbers using different representations round any number to the nearest 10, 100 or 1000 solve number and practical problems that involve all of the above and with increasingly large positive numbers.
Additive Reasoning	<p><u>Number and place value</u></p> <ul style="list-style-type: none"> given a number, identify one more and one less <p><u>Addition and subtraction</u></p> <ul style="list-style-type: none"> represent and use number bonds and related subtraction facts within 20 solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as such as $7 = \square - 9$ 	<p><u>Number and place value</u></p> <ul style="list-style-type: none"> count in tens from any number, forward and backward recognise the place value of each digit in a two-digit number (tens, ones) use place value and number facts to solve problems 	<p><u>Addition and subtraction</u></p> <ul style="list-style-type: none"> add and subtract numbers mentally, including: <ul style="list-style-type: none"> a three-digit number and ones a three-digit number and tens a three-digit number and hundreds add and subtract numbers with up to three digits estimate the answer to a calculation and use inverse operations to check answers solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction 	<p><u>Addition and subtraction</u></p> <ul style="list-style-type: none"> add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate estimate and use inverse operations to check answers to a calculation solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why



	<p>Measurement</p> <ul style="list-style-type: none"> sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening] recognise and use language relating to dates, including days of the week, weeks, months and years. 	<p>Addition and subtraction</p> <ul style="list-style-type: none"> solve problems with addition and subtraction: <ul style="list-style-type: none"> using concrete objects and pictorial representations, including those involving numbers, quantities and measures applying their increasing knowledge of mental methods recall and use addition and subtraction facts to 20 fluently add and subtract numbers using concrete objects, pictorial representations, and mentally, including: <ul style="list-style-type: none"> a two-digit number and ones a two-digit number and tens adding three one-digit numbers <p>Measurement</p> <ul style="list-style-type: none"> solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change ask and answer questions about totaling and comparing categorical data 	<p>Measurement</p> <ul style="list-style-type: none"> measure, compare, add and subtract: lengths (m / cm / mm); mass (kg / g); volume / capacity (l / ml) add and subtract amounts of money to give change, using both £ and p in practical contexts <p>Statistics</p> <ul style="list-style-type: none"> interpret and present data using bar charts, pictograms and tables solve one-step and two-step questions [for example, 'How many more?' and 'How many fewer?'] using information presented in scaled bar charts and pictograms and tables. 	<p>Measurement</p> <ul style="list-style-type: none"> estimate, compare and calculate different measures, including money in pounds and pence <p>Statistics</p> <ul style="list-style-type: none"> interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs
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Autumn Term 2

	Year 1	Year 2	Year 3	Year 4
Geometric Reasoning (Y1/2) Multiplicative Reasoning (Y3/4)	Geometry: properties of shapes <ul style="list-style-type: none"> recognise and name common 2-D and 3-D shapes, including: <ul style="list-style-type: none"> 2-D shapes [for example, rectangles (including squares), circles and triangles] 3-D shapes [for example, cuboids (including cubes), pyramids and spheres] Geometry: position and direction <ul style="list-style-type: none"> describe position, direction and movement. 	Geometry: properties of shapes <ul style="list-style-type: none"> 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] compare and sort common 2-D and 3-D shapes and everyday objects Geometry: position and direction <ul style="list-style-type: none"> order and arrange combinations of mathematical objects in patterns and sequences 	Number and place value <ul style="list-style-type: none"> count from 0 in multiples of 4, 8, 50 and 100 Multiplication and division <ul style="list-style-type: none"> recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables write and calculate mathematical statements for multiplication and division using the multiplication tables that they know solve problems, including missing number problems, involving multiplication and division including positive integer scaling problems and correspondence problems in which n objects are connected to m objects. 	Number and place value <ul style="list-style-type: none"> count in multiples of 6, 7, 9, 25 and 1000 Multiplication and divisions <ul style="list-style-type: none"> recall multiplication and division facts for multiplication tables up to 12×12 use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers recognise and use factor pairs and commutativity in mental calculations solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit, integer scaling and harder correspondence problems such as n objects are connected to m objects.
Number Sense (Y1/2) Geometric Reasoning (Y3/4)	Number and place value <ul style="list-style-type: none"> count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number count, read and write numbers to 100 in numerals given a number, identify one more and one less identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least Measurement <ul style="list-style-type: none"> compare, describe and solve practical problems for: <ul style="list-style-type: none"> lengths and heights [for example, long/short, longer/ shorter, tall/short, double/half] mass or weight [for example, heavy/light, heavier than, lighter than] 	Number and place value <ul style="list-style-type: none"> count in steps of 2 and 5 from 0 and in tens from any number, forward and backward recognise the place value of each digit in a two-digit number (tens, ones) identify, represent and estimate numbers using different representations, including the number line compare and order numbers from 0 up to 100; use $<$, $>$ and $=$ signs read and write numbers to at least 100 in numerals use place value and number facts to solve problems 	Geometry: properties of shapes <ul style="list-style-type: none"> draw 2-D shapes, and make 3-D shapes using modeling materials; 3-D shapes in different orientations and describe them Geometry: position and direction <ul style="list-style-type: none"> recognise that angles are a property of shape or a description of a turn identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle 	Geometry: properties of shape <ul style="list-style-type: none"> compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes identify acute and obtuse angles and compare and order angles up to two right angles by size identify lines of symmetry in 2-D shapes presented in different orientations.



	<p>- capacity/volume [for example, full/empty, more than, less than, half, half full, quarter]- time [for example, quicker, slower, earlier, later] recognise and use language relating to dates, including days of the week, weeks, months and years</p>	<p>Measurement</p> <ul style="list-style-type: none"> ● compare and order lengths, mass, volume / capacity and record the results using >, < and = ● compare and sequence intervals of time <p>Statistics</p> <ul style="list-style-type: none"> ● ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity 		
<p>Additive Reasoning (Y1/2)</p> <p>Number Sense (Y3/4)</p>	<p>Number and place value</p> <ul style="list-style-type: none"> ● count to and across 100, forwards and backwards, ● beginning with 0 or 1, or from any given number ● given a number, identify one more and one less <p>Addition and subtraction</p> <ul style="list-style-type: none"> ● represent and use number bonds and related subtraction facts within 20 <p>solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$.</p>	<p>Number and place value</p> <ul style="list-style-type: none"> ● count in tens from any number, forward and backward ● recognise the place value of each digit in a two-digit number (tens, ones) ● use place value and number facts to solve problems <p>Addition and subtraction</p> <ul style="list-style-type: none"> ● solve problems with addition and subtraction: <ul style="list-style-type: none"> - using concrete objects and pictorial representations, including those involving numbers, quantities and measures - applying their increasing knowledge of mental methods ● recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 ● add and subtract numbers using concrete objects, pictorial representations, and mentally, including: <ul style="list-style-type: none"> - a two-digit number and ones - a two-digit number and tens - 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 	<p>Number and place value</p> <ul style="list-style-type: none"> ● count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number ● recognise the place value of each digit in a three-digit number (hundreds, tens, ones) ● compare and order numbers up to 1000 ● identify, represent and estimate numbers using different representations ● read and write numbers up to 1000 in numerals and in words ● solve number problems and practical problems involving these ideas <p>Measurement</p> <ul style="list-style-type: none"> ● tell and write the time from an analogue clock, including using Roman numerals from I to XII and 12-hour and 24-hour clocks ● measure, compare, add and subtract: lengths (m / cm / mm); mass (kg / g); volume / capacity (l / ml) <p>Fractions</p> <ul style="list-style-type: none"> ● count up and down in tenths, recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10. 	<p>Number and place value</p> <ul style="list-style-type: none"> ● count in multiples of 1000 ● find 1000 more or less than a given number ● count backwards through zero to include negative numbers ● recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) ● order and compare numbers beyond 1000 ● identify, represent and estimate numbers using different representations ● round any number to the nearest 10, 100 or 1000 ● solve number and practical problems that involve all of the above and with increasingly large positive numbers ● read Roman numerals to 100 (I to C) and know that, over time, the numeral system changed to include the concept of zero and place value.



- recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems

Measurement

- recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value
- find different combinations of coins to 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*

Statistics

- *ask and answer questions about totaling and comparing categorical data.*



Term Spring 1

	Year 1	Year 2	Year 3	Year 4
Number Sense (Y1/2) Additive Reasoning (Year 3/4)	Number and place value <ul style="list-style-type: none"> count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number count, read and write numbers to 100 in numerals; count in multiples of twos and tens given a number, identify one more and one less identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least Measurement <ul style="list-style-type: none"> recognise and know the value of different denominations of coins and notes. 	Number and place value <ul style="list-style-type: none"> count in steps of 2, 3 and 5 from 0 and in tens from any number, forward and backward Multiplication and division <ul style="list-style-type: none"> recognise odd and even numbers Statistics <ul style="list-style-type: none"> 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. 	Addition and subtraction <ul style="list-style-type: none"> add and subtract numbers mentally, including: <ul style="list-style-type: none"> a three-digit number and ones a three-digit number and tens a three-digit number and hundreds add and subtract numbers with up to three digits estimate the answer to a calculation and use inverse operations to check answers solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction Measurement <ul style="list-style-type: none"> measure, compare, add and subtract: lengths (m / cm / mm); mass (kg / g); volume / capacity (l / ml) add and subtract amounts of money to give change, using both £ and p in practical contexts Statistics <ul style="list-style-type: none"> interpret and present data using bar charts, pictograms and tables solve one-step and two-step questions [for example, 'How many more?' and 'How many fewer?'] using information presented in scaled bar charts and pictograms and tables. 	Addition and subtraction <ul style="list-style-type: none"> add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate estimate and use inverse operations to check answers to a calculation solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why Measurement <ul style="list-style-type: none"> estimate, compare and calculate different measures, including money in pounds and pence Statistics <ul style="list-style-type: none"> interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.



<p>Number Sense (Y1/2)</p> <p>Multiplicative Reasoning (Y3/4)</p>	<p>Number and place value</p> <ul style="list-style-type: none"> count, read and write numbers to 100 in numerals; count in multiples of twos and tens <p>Multiplication and division</p> <ul style="list-style-type: none"> solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher <p>Measurement</p> <ul style="list-style-type: none"> recognise and know the value of different denominations of coins and notes. 	<p>Number and place value</p> <ul style="list-style-type: none"> count in steps of 2, 3 and 5 from 0 and in tens from any number, forward and backward <p>Multiplication and division</p> <ul style="list-style-type: none"> recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (\times), division (\div) and equals ($=$) signs show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts <p>Measurement</p> <ul style="list-style-type: none"> recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value find different combinations of coins to equal the same amounts of money tell and write the time to five minutes know the number of minutes in an hour and the number of hours in a day. 	<p>Number and place value</p> <ul style="list-style-type: none"> identify, represent and estimate numbers using different representations <p>Fractions</p> <ul style="list-style-type: none"> count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10 recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators add and subtract fractions with the same denominator within one whole [for example, $\frac{5}{7} + \frac{1}{7} = \frac{6}{7}$] compare and order unit fractions and fractions with the same denominator solve problems that involve all of the above. 	<p>Fractions (including decimals)</p> <ul style="list-style-type: none"> count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten recognise and show, using diagrams, families of common equivalent fractions add and subtract fractions with the same denominator recognise and write decimal equivalents of any number of tenths or hundredths recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$ find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths round decimals with one decimal place to the nearest whole number compare numbers with the same number of decimal places up to two decimal places <p>Measurement</p> <p>convert between different units of measure [for example, kilometre to metre].</p>
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Term Spring 2

	Year 1	Year 2	Year 3	Year 4
Number Sense (Y1/2) Multiplicative Reasoning (Year 3/4)	Number and place value <ul style="list-style-type: none"> count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number count, read and write numbers to 100 in numerals; count in multiples of twos and tens given a number, identify one more and one less identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least Measurement <ul style="list-style-type: none"> measure and begin to record the following: <ul style="list-style-type: none"> lengths and heights mass/weight capacity and volume recognise and know the value of different denominations of coins and notes. 	Number and place value <ul style="list-style-type: none"> count in steps of 2, 3 and 5 from 0 and in tens from any number, forward and backward recognise the place value of each digit in a two-digit number (tens, ones) identify, represent and estimate numbers using different representations, including the number line compare and order numbers from 0 up to 100; use $<$, $>$ and $=$ signs read and write numbers to at least 100 in numerals use place value and number facts to solve problems Measurement <ul style="list-style-type: none"> choose and use appropriate standard units to estimate and measure length / height in any direction (m / cm); mass (kg / g); temperature ($^{\circ}\text{C}$); capacity (litres / ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels compare and order lengths, mass, volume / capacity and record the results using $>$, $<$ and $=$ compare and sequence intervals of time. 	Number and place value <ul style="list-style-type: none"> count from 0 in multiples of 4, 8, 50 and 100 Multiplication and division <ul style="list-style-type: none"> recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers solve problems, including missing number problems, involving multiplication and division including positive integer scaling problems and correspondence problems in which n objects are connected to m objects Fractions <ul style="list-style-type: none"> count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10 recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators solve problems that involve all of the above. 	Number and place value <ul style="list-style-type: none"> count in multiples of 6, 7, 9, 25 and 1000 Multiplication and division <ul style="list-style-type: none"> recall multiplication and division facts for multiplication tables up to 12×12 use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers recognise and use factor pairs and commutativity in mental calculations solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit, integer scaling and harder correspondence problems such as n objects are connected to m objects Fractions (including decimals) <ul style="list-style-type: none"> solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number



				Measurement <ul style="list-style-type: none"> ● <u>solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.</u>
Additive Reasoning Geometric Reasoning	Number and place value <ul style="list-style-type: none"> ● count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number ● given a number, identify one more and one less Addition and subtraction <ul style="list-style-type: none"> ● read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs ● represent and use number bonds and related subtraction facts within 20 ● add and subtract one-digit and two-digit numbers to 20, including zero ● solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$ Measurement <ul style="list-style-type: none"> ● sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening] ● recognise and use language relating to dates, including days of the week, weeks, months and years. 	Number and place value <ul style="list-style-type: none"> ● count in tens from any number, forward and backward ● recognise the place value of each digit in a two-digit number (tens, ones) ● use place value and number facts to solve problems Addition and subtraction <ul style="list-style-type: none"> ● solve problems with addition and subtraction: <ul style="list-style-type: none"> - using concrete objects and pictorial representations, including those involving numbers, quantities and measures - applying their increasing knowledge of mental methods ● recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 ● add and subtract numbers using concrete objects, pictorial representations, and mentally, including: <ul style="list-style-type: none"> - 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 ● recognise and use the inverse relationship between addition and subtraction and use this to 	Geometry: properties of shapes <ul style="list-style-type: none"> ● draw 2-D shapes, and make 3-D shapes using modeling materials; recognise 3-D shapes in different orientations and describe them ● recognise that angles are a property of shape or a description of a turn ● identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle ● identify horizontal and vertical lines and pairs of perpendicular and parallel lines. 	Geometry: properties of shapes <ul style="list-style-type: none"> ● compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes Geometry: position and direction <ul style="list-style-type: none"> ● describe positions on a 2-D grid as coordinates in the first quadrant ● describe movements between positions as translations of a given unit to the left / right and up / down ● plot specified points and draw sides to complete a given polygon.



		<p>check calculations and solve missing number problems</p> <p>Measurement</p> <ul style="list-style-type: none"> ● recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value ● find different combinations of coins to 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 <p>Statistics</p> <ul style="list-style-type: none"> ● ask and answer questions about totalling and comparing categorical data. 		
<p>Geometric Reasoning</p> <p>Number Sense</p>	<p>Geometry: properties of shapes</p> <ul style="list-style-type: none"> ● recognise and name common 2-D and 3-D shapes, including: <ul style="list-style-type: none"> - 2-D shapes [for example, rectangles (including squares), circles and triangles] - 3-D shapes [for example, cuboids (including cubes), pyramids and spheres] <p>Geometry: position and direction</p> <ul style="list-style-type: none"> ● describe position, direction and movement. 	<p>Geometry: properties of shape</p> <ul style="list-style-type: none"> ● 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] ● compare and sort common 2-D and 3-D shapes and everyday objects <p>Geometry: position and direction</p> <ul style="list-style-type: none"> ● order and arrange combinations of mathematical objects in patterns and sequences ● use mathematical vocabulary to describe position, direction and movement. 	<p>Number and place value</p> <ul style="list-style-type: none"> ● count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number ● recognise the place value of each digit in a three-digit number (hundreds, tens, ones) ● compare and order numbers up to 1000 ● identify, represent and estimate numbers using different representations ● read and write numbers up to 1000 in numerals and in words ● solve number problems and practical problems involving these ideas <p>Measurement</p> <ul style="list-style-type: none"> ● tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks 	<p>Number and place value</p> <ul style="list-style-type: none"> ● count in multiples of 1000 ● find 1000 more or less than a given number ● count backwards through zero to include negative numbers ● recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) ● order and compare numbers beyond 1000 ● identify, represent and estimate numbers using different representations ● round any number to the nearest 10, 100 or 1000 ● solve number and practical problems that involve all of the above and with increasingly large positive numbers <p>Measurement</p> <ul style="list-style-type: none"> ● convert between different units of measure [for example, hour to minute]



		<ul style="list-style-type: none">● estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours; use vocabulary such as o'clock, a.m. / p.m., morning, afternoon, noon and midnight● know the number of seconds in a minute and the number of days in each month, year and leap year● compare durations of events, [for example, to calculate the time taken by particular events or tasks] <p>Statistics</p> <ul style="list-style-type: none">● interpret and present data using bar charts, pictograms and tables.	<ul style="list-style-type: none">● read, write and convert time between analogue and digital 12- and 24-hour clocks● solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days <p>Statistics</p> <ul style="list-style-type: none">● solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.
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Term Summer 1

	Year 1	Year 2	Year 3	Year 4
Number Sense (Y1/2) Additive Reasoning (Year 3/4)	Number and place value <ul style="list-style-type: none"> count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number count, read and write numbers to 100 in numerals, count in multiples of twos, fives and tens given a number, identify one more and one less identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least read and write numbers from 1 to 20 in numerals and words Measurement <ul style="list-style-type: none"> measure and begin to record the following: <ul style="list-style-type: none"> lengths and heights mass/weight capacity and volume time (hours, minutes, seconds) recognise and know the value of different denominations of coins and notes 	Number and place value <ul style="list-style-type: none"> count in steps of 2, 3 and 5 from 0 and in tens from any number, forward and backward recognise the place value of each digit in a two-digit number (tens, ones) identify, represent and estimate numbers using different representations, including the number line compare and order numbers from 0 up to 100; use <, > and = signs read and write numbers to at least 100 in numerals and in words use place value and number facts to solve problems Measurement <ul style="list-style-type: none"> 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 compare and order lengths, mass, volume / capacity and record the results using >, < and = compare and sequence intervals of time Statistics	Addition and subtraction <ul style="list-style-type: none"> add and subtract numbers mentally, including: <ul style="list-style-type: none"> a three-digit number and ones a three-digit number and tens a three-digit number and hundreds add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction estimate the answer to a calculation and use inverse operations to check answers solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction Measurement <ul style="list-style-type: none"> measure, compare, add and subtract: lengths (m / cm / mm); mass (kg / g); volume / capacity (l / ml) add and subtract amounts of money to give change, using both £ and p in practical contexts record and compare time in terms of seconds, minutes and hours; use vocabulary such as o'clock, a.m. / p.m., morning, afternoon, noon and midnight know the number of seconds in a minute and the number of days in each month, year and leap year compare durations of events, [for example, to calculate the time taken by particular events or tasks] Statistics	Addition and subtraction <ul style="list-style-type: none"> add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate estimate and use inverse operations to check answers to a calculation solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why Statistics <ul style="list-style-type: none"> interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs Fractions (including decimals) <ul style="list-style-type: none"> solve simple measure and money problems <u>involving</u> <u>fractions and decimals to two decimal places</u>



		<ul style="list-style-type: none"> ● 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. 	<ul style="list-style-type: none"> ● interpret and present data using bar charts, pictograms and tables ● solve one-step and two-step questions [for example, 'How many more?' and 'How many fewer?'] using information presented in scaled bar charts and pictograms and tables. 	Measurement <ul style="list-style-type: none"> ● estimate, compare and calculate different measures, including money in pounds and pence
Additive reasoning (Y1/2) Number Sense (Y3/4)	Number and place value <ul style="list-style-type: none"> ● count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number ● given a number, identify one more and one less Addition and subtraction <ul style="list-style-type: none"> ● read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs ● represent and use number bonds and related subtraction facts within 20 ● add and subtract one-digit and two-digit numbers to 20, including zero ● solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$ 	Number and place value <ul style="list-style-type: none"> ● count in tens from any number, forward and backward ● recognise the place value of each digit in a two-digit number (tens, ones) ● use place value and number facts to solve problems Addition and subtraction <ul style="list-style-type: none"> ● solve problems with addition and subtraction: <ul style="list-style-type: none"> - using concrete objects and pictorial representations, including those involving numbers, quantities and measures - applying their increasing knowledge of mental methods and written methods ● recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 ● add and subtract numbers using concrete objects, pictorial representations, and mentally, including: <ul style="list-style-type: none"> - 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 ● recognise and use the inverse relationship between addition and subtraction and use this to 	Number and place value <ul style="list-style-type: none"> ● identify, represent and estimate numbers using different representations Fractions <ul style="list-style-type: none"> ● count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and dividing one-digit numbers or quantities by 10 ● recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators ● recognise and show, using diagrams, equivalent fractions with small denominators ● add and subtract fractions with the same denominator within one whole [for example, $\frac{5}{7} + \frac{1}{7} = \frac{6}{7}$] ● compare and order unit fractions and fractions with the same denominator. ● solve problems that involve all of the above. 	Fractions (including decimals) <ul style="list-style-type: none"> ● count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten ● recognise and show, using diagrams, families of common equivalent fractions ● add and subtract fractions with the same denominator ● recognise and write decimal equivalents of any number of tenths or hundredths ● recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$. ● find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths ● round decimals with one decimal place to the nearest whole number ● compare numbers with the same number of decimal places up to two decimal places Measurement <ul style="list-style-type: none"> ● convert between different units of measure [for example, kilometre to metre].



*check calculations and solve missing
number problems*

Statistics

- *ask and answer questions about totaling
and compare categorical data*



Term Summer 2

	Year 1	Year 2	Year 3	Year 4
Multiplicative Reasoning	<p>Number and place value</p> <ul style="list-style-type: none"> count, read and write numbers to 100 in numerals, count in multiples of twos, fives and tens <p>Multiplication and division</p> <ul style="list-style-type: none"> solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher <p>Fractions</p> <ul style="list-style-type: none"> recognise, find and name a half as one of two equal parts of an object, shape or quantity recognise, find and name a quarter as one of four equal parts of an object, shape or quantity <p>Measurement</p> <ul style="list-style-type: none"> recognise and know the value of different denominations of coins and notes tell the time to the hour and half past the hour and draw the hands on a clock face to show these times. 	<p>Number and place value</p> <ul style="list-style-type: none"> count in steps of 2, 3 and 5 from 0 and in tens from any number, forward and backward <p>Multiplication and division</p> <ul style="list-style-type: none"> recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (\times), division (\div) and equals (=) signs show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts <p>Fractions</p> <ul style="list-style-type: none"> recognise, find, name and write fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$ and $\frac{3}{4}$ of a length, shape, set of objects or quantity write simple fractions for example $\frac{1}{2}$ of 6 = 3 and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$. <p>Measurement</p> <ul style="list-style-type: none"> tell and write the time to five minutes, including quarter past / to the hour and 	<p>Number and place value</p> <ul style="list-style-type: none"> count from 0 in multiples of 4, 8, 50 and 100 <p>Multiplication and division</p> <ul style="list-style-type: none"> recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods solve problems, including missing number problems, involving multiplication and division; solve positive integer scaling problems and correspondence problems in which n objects are connected to m objects. <p>Fractions</p> <ul style="list-style-type: none"> count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividin one-digit numbers or quantities by 10 recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators solve problems that involve all of the above. <p>Measurement</p> <ul style="list-style-type: none"> know the number of seconds in a minute and the number of days in each month, year and leap year. 	<p>Number and place value</p> <ul style="list-style-type: none"> count in multiples of 6, 7, 9, 25 and 1000 <p>Multiplication and division</p> <ul style="list-style-type: none"> recall multiplication and division facts for multiplication tables up to 12×12 use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers recognise and use factor pairs and commutativity in mental calculations multiply two-digit and three-digit numbers by a one-digit number using formal written layout solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit, integer scaling and harder correspondence problems such as n objects are connected to m objects. <p>Fractions (including decimals)</p> <ul style="list-style-type: none"> solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number <p>Measurement</p> <p>solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days</p>



		<p>draw the hands on a clock face to show these times</p> <ul style="list-style-type: none"> ● know the number of minutes in an hour and the number of hours in a day. 		
Geometric Reasoning	<p>Fractions</p> <ul style="list-style-type: none"> ● recognise, find and name a half as one of two equal parts of an object, shape or quantity ● recognise, find and name a quarter as one of four equal parts of an object, shape or quantity <p>Geometry: properties of shapes</p> <ul style="list-style-type: none"> ● recognise and name common 2-D and 3-D shapes, including: <ul style="list-style-type: none"> - 2-D shapes [for example, rectangles (including squares), circles and triangles] - 3-D shapes [for example, cuboids (including cubes), pyramids and spheres] <p>Geometry: position and direction</p> <ul style="list-style-type: none"> ● describe position, direction and movement, <u>including whole, half, quarter and three-quarter turns</u> 	<p>Geometry: properties of shape</p> <ul style="list-style-type: none"> ● 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] ● compare and sort common 2-D and 3-D shapes and everyday objects <p>Geometry: position and direction</p> <ul style="list-style-type: none"> ● order and arrange combinations of mathematical objects in patterns and sequences ● 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) <p>Fractions</p> <ul style="list-style-type: none"> ● recognise, find, name and write fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$ and $\frac{3}{4}$ of a length, shape, set of objects or quantity write simple fractions for example, $\frac{1}{2}$ of 6 = 3 and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$. 	<p>Geometry: properties of shape</p> <ul style="list-style-type: none"> ● recognise that angles are a property of shape or a description of a turn ● identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle ● identify horizontal and vertical lines and pairs of perpendicular and parallel lines ● measure the perimeter of simple 2-D shapes. 	<p>Geometry: properties of shapes</p> <ul style="list-style-type: none"> ● compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes ● identify acute and obtuse angles and compare and order angles up to two right angles by size ● identify lines of symmetry in 2-D shapes presented in different orientations ● complete a simple symmetric figure with respect to a specific line of symmetry <p>Measurement</p> <ul style="list-style-type: none"> ● measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres find the area of rectilinear shapes by counting squares