## Fractions and Decimals:

- recognise, find and name a half and a quarter as one of two or four equal parts of an object, shape or quantity


## Addition and Subtraction

- 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


## Geometry:

- recognise and name common 2-D and 3-D shapes,
- describe position, direction and movement, including whole, half, quarter and three-quarter turns.


## Number and Place Value:

- count to and across 100, forwards and backwards, beginning from any given number
- count, read and write numbers to 100 in numerals; count in multiples of $2 \mathrm{~s}, 5 \mathrm{~s}$ and 10 s
- identify 1 more and 1 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


## Multiplication and Division:

- 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


## Number and Place Value:

- count in steps of 2,3 , and 5 from 0 , and in tens from any number
- recognise the place value of each digit in a two-digit number
- identify, represent and estimate numbers using different representations
- use and = signs read and write numbers to at least 100 in numerals and in words


## Multiplication and Division:

- recall and use multiplication and division facts for the 2,5 and 10 multiplication tables,
- calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication ( $\times$ ), division ( $\div$ ) and equals (=) signs
- use language relating to dates, including days of the week, weeks, months and years tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.


## Measurement:

- compare, describe and solve practical problems for: lengths and heights, mass/weight, capacity and volume, time
- recognise and know the value of different denominations of coins and notes sequence events in chronological order using language


## Fractions and Decimals:

- recognise, find, name and write fractions $1 / 3,1 / 4,2 / 4$,and $3 / 4$ of a length, shape, set of objects or quantity write simple fractions


## Addition and Subtraction:

solve problems with addition and subtraction

- recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 add and subtract 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 check calculations and solve missing number problems.
- 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.


## Geometry:

- identify and describe the properties of 2-D and 3-D shapes,
- compare and sort common 2-D and 3-D shapes and everyday objects
- order and arrange combinations of mathematical objects in patterns and sequences


## Statistics

- 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 totaling and comparing


## Measurement:

- choose and use appropriate standard units to estimate and measure length/height in any direction
- recognise and use symbols for pounds ( $£$ ) and pence (p)
- solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change
- compare and sequence intervals of time tell and write the time to five minutes,



## Number and Place Value:

- Numbers using 1000
- Negative numbers
- Round to the nearest 10,100 or 1000
- Read Roman numerals to 100



## Fractions and Decimals:

- Understand hundredths
- Recognise and show families of common equivalent fractions
- Solve simple measure and money problems involving fractions and decimals to 2 decimal places


## Addition and Subtraction

- Calculate with 4 digit numbers
- Solve two-step problems in contexts

Multiplication and Division:

- Recall and use facts up to 12 times tables


## Geometry:

- identify and describe the properties of 2-D and 3-D shapes,
- compare and sort common 2-D and 3-D shapes and everyday objects


## Time:

## - Read, write and covert time between analogue and digita clocks

## Geometry:

- Geometric shapes
- Acute and obtuse angles
- Identify lines of symmetry in 2-D shapes

Money:

- Calculate and compare money in $£ s$
- order and arrange combinations of mathematical objects in patterns and sequences


## Measurement:

- Measure the perimeter of a rectilinear figure
- Find the area of rectilinear shapes by counting squares
- Solve problems involving converting between different units of measure and pence

Fractions/Decimals/ Percentages:

- Multiply proper fractions and mixed numbers by whole numbers
- Solve problems which require knowing percentage and decimal equivalents


## Number and Place Value:

- Numbers to 1000000
- Negative numbers
- Round to the nearest $10,100,1000,10000$ or 100000 Count forwards or backwards in steps of powers of 10


## Addition and Subtraction:

- Add and subtract whole numbers with more than 4 digits
- Solve multi-step problems, deciding which operations and methods to use and explaining why

Multiplication and Division:

- Multiples/factors and prime numbers


## Geometry:

- Identify, describe and represent the position of a shape following a reflection or translation
- Distinguish between regular and irregular polygons

Statistics:

- Interpret information from line graphs and tables
- Solve comparison problems using information presented in a line graph
Time:
- Solve problems involving converting between units of time



## Measurement:

- Calculate the area of rectangles
- Convert between different units of metric measure [km$\mathrm{m}, \mathrm{cm}-\mathrm{m}, \mathrm{cm}-\mathrm{mm}, \mathrm{g}-\mathrm{kg}, \mathrm{l}-\mathrm{ml}]$
- Use all four operations to solve problems involving measure


## Number and Place Value:

- Numbers to 10000000
- Negative numbers
- Round any whole number to a required degree of accuracy
- Solve number problems that involve all of the above


## Four operations:

- Perform mental calculations, including with mixed operations and large numbers.
- Use estimation to check answers to calculations and determine in the context of a problem, an appropriate degree of accuracy
- Use their knowledge of the order of operations to carry out calculations involving the 4 operations


## Ratio:

- Solve problems involving unequal sharing and grouping Algebra:
- Use simple formulae
- Enumerate possibilities of combinations of two variables

