Number – number and place value

- Compare and order numbers up to 100 and use < > =.
- Read and write all numbers to at least100 in numerals and words.
- Say 10 more/less than any number to 100.
- Count in steps of 2, 3 & 5 from zero and in 10s from any number (forwards and backwards).
- Use place value and number facts to solve problems.
- Recognise place value of any 2-digit number.
- Identify, represent and estimate numbers using different representations, including the number line.

Number – addition and subtraction

- Recall and use + / - facts to 20 fluently.
- Derive and use related + / - facts to 100.
- Add and subtract using objects, pictures/diagrams, mentally:
  - 2-digit numbers and ones
  - 2-digit numbers and tens
  - Two 2-digit numbers
  - Three 1-digit numbers.
- Recognise and use inverse (+/-) to check calculations and to solve missing number problems.
- Know that addition of two numbers can be done in any order and subtraction of one number from another cannot.

Number – multiplication and division

- Recall and use multiplication and division facts for 2, 5 and 10 tables, including recognising odd and even numbers.
- Calculate and write multiplication and division calculations using x, ÷ and =.
- Know that multiplication of two numbers can be done in any order and division of one number by another cannot.
- Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and known multiplication and division facts, including problems in contexts.

Number – fractions

- Recognise, find, name and write 1/3; ¼; 2/4; 3/4 of objects, shape, length or quantity.
- Write and recognise equivalence of simple fractions.

Measurement

- 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 =.
- 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.
- Compare and sequence intervals of 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.
- Know the number of minutes in an hour and the number of hours in a day.

Geometry – properties of shapes

- ❖ 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

- ❖ 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).

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 totalling and comparing categorical data.