## Number and place value <br> Pupils should be taught to:

- 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

Pupils should be taught to:

- compare, describe and solve practical problems for:
- lengths and heights (e.g. long/short, longer/shorter,
tall/short, double/half)
- mass or weight (e.g. heavy/light, heavier than, lighter than)
- capacity/volume (full/empty, more than, less than, quarter)
- time (quicker, slower, earlier, later)
- measure and begin to record the following:
- lengths and heights
- mass/weight
- capacity and volume
- time (hours, minutes, seconds)
- recognise and know the value of different
denominations of coins and notes
- sequence events in chronological order using
language such as: 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
- tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.


## Addition and subtraction

Pupils should be taught to:

- 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 $7=-9$.


## Geometry

## Properties of shapes

## Pupils should be taught to

- recognise and name common 2-D and 3-D shapes, including:
- 2-D shapes (e.g. rectangles (including squares) circles and triangles)
- 3-D shapes (e.g. cuboids (including cubes), pyramids and spheres).


## Multiplication and division

Pupils should be taught to:

- 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.


## Fractions

Pupils should be taught to

- 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.


## Position and direction

Pupils should be taught to:

- describe position, directions and movements, including half, quarter and three-quarter turns.


## Number and place value

-count in steps of 2,3 , and 5 from 0 , and in tens from any number, forward or 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

Pupils should be taught to

- choose and use appropriate standard units to estimate and measure length/height in any direction $(\mathrm{m} / \mathrm{cm})$; mass $(\mathrm{kg} / \mathrm{g})$; temperature $\left({ }^{\circ} \mathrm{C}\right)$; capacity (litres $/ \mathrm{ml}$ ) 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.


## Addition and subtraction

-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
-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.
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 check calculations and missing number problems.


## Geometry

## Properties of shapes

Pupils should be taught to:
-identify and describe the properties of 2-D shapes, including the number of sides and 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.

Multiplication and division Pupils should be taught to: -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.

## Position and direction

Pupils should be taught to:
-order and arrange combinations of mathematical objects in patterns - use mathematical vocabulary to describe position, direction and movement including distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anticlockwise), and movement in a straight line.

## Fractions

Pupils should be taught to:
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 e.g. ${ }_{2} /$ of $6=3$ and recognise the equivalence of ${ }_{2}^{2}$ and ${ }_{2} /$.

## Statistic

Pupils should be taught to:

- 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.

