

<b>Number and Place Value</b>	<b>Addition and Subtraction</b>	<b>Multiplication and Division</b>	<b>Fractions</b>
<ul style="list-style-type: none"> <li>Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward</li> <li>Recognise the place value of each digit in a two-digit number (tens, ones)</li> <li>Identify, represent and estimate numbers using different representations, including the number line</li> <li>Compare and order numbers from 0 up to 100; use and = signs</li> <li>Read and write numbers to at least 100 in numerals and in words</li> <li>Use place value and number facts to solve problems.</li> </ul>	<ul style="list-style-type: none"> <li>Solve problems with addition and subtraction: using concrete objects and pictorial representations, including those involving numbers, quantities and measures</li> <li>Apply their increasing knowledge of mental and written methods</li> <li>Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100</li> <li>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</li> <li>Show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot</li> <li>Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.</li> </ul>	<ul style="list-style-type: none"> <li>Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers</li> <li>Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (<math>\times</math>), division (<math>\div</math>) and equals (=) signs</li> <li>Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot</li> <li>Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.</li> </ul>	<ul style="list-style-type: none"> <li>Recognise, find, name and write fractions <math>\frac{1}{2}</math>, <math>\frac{1}{4}</math>, <math>\frac{2}{4}</math> and <math>\frac{3}{4}</math> of a length, shape, set of objects or quantity</li> <li>Write simple fractions for example, <math>\frac{1}{2}</math> of 6 = 3 and recognise the equivalence of <math>\frac{2}{4}</math> and <math>\frac{1}{2}</math>.</li> </ul>

<p><b>Measurement</b></p> <ul style="list-style-type: none"> <li>• 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</li> <li>• Compare and order lengths, mass, volume/capacity and record the results using &gt;, &lt; and =</li> <li>• Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value</li> <li>• Find different combinations of coins that equal the same amounts of money</li> <li>• Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change</li> <li>• Compare and sequence intervals of time</li> <li>• 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</li> <li>• Know the number of minutes in an hour and the number of hours in a day.</li> </ul>	<p><b>Geometry – Properties of Shape</b></p> <ul style="list-style-type: none"> <li>• Identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line</li> <li>• Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces</li> <li>• Identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid]</li> <li>• Compare and sort common 2-D and 3-D shapes and everyday objects.</li> </ul>	<p><b>Statistics</b></p> <ul style="list-style-type: none"> <li>• Interpret and construct simple pictograms, tally charts, block diagrams and simple tables</li> <li>• Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity</li> <li>• Ask and answer questions about totalling and comparing categorical data.</li> </ul>
	<p><b>Geometry – Position and Direction</b></p> <ul style="list-style-type: none"> <li>• Order and arrange combinations of mathematical objects in patterns and sequences</li> <li>• 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 anticlockwise).</li> </ul>	