## Number - number and place value

- count in steps of 2,3 , and 5 from 0 , and in 10 s from any number, forward and backward
- recognise the place value of each digit in a two-digit number (10s, 1s)
- 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


## Number - 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 1s
- a two-digit number and 10 s
- 2 two-digit numbers
- adding 3 one-digit numbers
- show that addition of 2 numbers can be done in any order (commutative) and subtraction of 1 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


## Number - multiplication and division

- 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 (x), division ( $\div$ ) and equals ( $=$ ) signs
- show that multiplication of 2 numbers can be done in any order (commutative) and division of 1 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


## Number - fractions

- 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, for example $1 / 2$ of $6=3$ and recognise the equivalence of $2 / 4$ and $1 / 2$


## Measurement

- 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
- know the number of minutes in an hour and the number of hours in a day


## Geometry

- 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
- 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)

