			Y1	Y2	Y3	Y4	Y5	Y6
	Aspect/Skill							
Term 1 and 2 (Autumn)	**Number and Place Value**	**Counting**	Count forwards and backwards beginning with 0 or 1, or from any given number. Count read and write numbers in numerals. Count in multiples of tens up to 100. Given a number, identify one more and one less.	Count in steps of 2, 3 and 5 from 0, and in tens from any number, forward and backward.	Count from 0 in multiples of 4,8, 50 and 100. Find 10 or 100 more or less than a given number.	Count backwards through zero to include negative numbers. Count in multiples of 6, 7, 9, 25 and 1000. Find 1000 more or less than a given number.	Interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero. Count forwards or backwards in steps of powers of 10 for any given number up to 1,000,000	Use negative numbers in context, and calculate intervals across zero.
		Comparing Numbers	Use the language of: equal to, more than, less than (fewer) most, least.	Compare and order numbers from 0 up to 100; use < > and = signs.	Compare and order numbers up to 1000.	Order and compare numbers beyond 1000.	Read, write, order and compare numbers to at least 1,000,000 and determine the value of each digit.	Read, write, order and compare numbers up to 10,000,000 and determine the value of each digit.
		Identifying, representing and Estimating Numbers	Identify and represent numbers using objects and pictorial representations including the number line.	Identify, represent and estimate numbers using different representations, including the number line.	Identify, represent and estimate numbers using different representations.	Identify, represent and estimate numbers using different representations.		
		Reading and Writing Numbers (including Roman Numerals)	Read and write numbers from 1 to 20 in numerals and words.	Read and write numbers to at least 100 in numerals and words.	Read and write numbers up to 1000 in numerals and in words.	Read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value.	Read Roman numerals to 1000 (M) and recognise years written in Roman numerals.	Read, write, order and compare numbers up to 10,000,000 and determine the value of each digit. *(Also appears in Understanding place value)*
		Understanding Place Value		Recognise the place value of each digit in a two-digit number (tens, ones)	Recognise the place value of each digit in a three-digit number (hundreds, tens, ones)	Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens and ones)	Read, write, order and compare numbers to at least 1,000,000 and determine the value of each digit. *(Also appears in Reading and Writing Numbers)*	Read, write, order and compare numbers up to 10,000,000 and determine the value of each digit. *(Also appears in Reading and Writing Numbers)*
		Rounding				Round any number to the nearest 10, 100 or 1000.	Round any number up to 1,000,000 to the nearest 10, 100, 1000, 10,000 and 100,000.	Round any whole number to a required degree of accuracy.
		Problem Solving		Use place value and number facts to solve problems.	Solve number problems and practical problems involving these ideas.	Solve number and practical problems that involve all of the above and with increasingly large positive numbers.	Solve number problems and practical problems that involves all of the above.	Solve number and practical problems that involve all of the above.
	Number: Addition and Subtraction	**Number bonds**	Represent and use number bonds and related subtraction facts within 20.	Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100.				

		Mental Calculation	Add and subtract one-digit and two-digit numbers to 20, Including zero. Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs.	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.	Add and subtract mentally, including: •A three-digit number and ones. •A three-digit number and tens. •A three-digit number and hundreds.		Add and subtract numbers mentally with increasingly large numbers.	Perform mental calculations, including with mixed operations and large numbers. Use their knowledge of the order of operations to carry out calculations involving the four operations.
		Written Methods	Read, write and interpret mathematical statements involving addition (+), Subtraction (-) and equals (=) signs. *(Also appears in Mental Calculations)*		Add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction.	Add and subtract numbers with up to 4 digits, using the formal written methods of columnar addition and subtraction where appropriate.	Add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction)	
		Inverse operations, estimating and checking answers		Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.	Estimate the answer to a calculation and use inverse operations to check answers.	Estimate and use inverse operations to check answers to a calculation.	Use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy.	Use estimation to check answers to calculations and determine, in the context of a problem, levels of accuracy.
		Problem Solving	Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = - 9	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. Solve simple problems in a practical context involving addition and Subtraction of money of the same unit, including giving change. (Copied from Measurement)	Solve problems, including missing number facts, place value, and more complex addition and subtraction.	Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.	Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why.	Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why. Solve problems involving addition, subtraction, multiplication and division.
	Number: Multiplication and Division	**Multiplication and division facts**	Count in multiples of tens *(Copied from Number and Place Value)*	Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward or backward. *(Copied from Number and Place Value)* Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers.	Count from 0 in multiples of 4, 8, 50 and 100. *(Copied from Number and Place Value)* Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables.	Count in multiples of 6, 7, 9, 25 and 1000. (Copied from Number and Place Value) Recall multiplication and division facts for multiplication tables up to 12 x 12	Count forwards or backwards in steps of powers of 10 for any given number up to 1,000,000 *(Copied from Number and Place Value)*	

		Mental Calculation		Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot.	Write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods. *(Appears also in Written Methods)*	Use place value, known and derived facts to multiply and Divide mentally, including: multiplying by 0 and 1; dividing by 1; Multiplying together three numbers. Recognise and use factor pairs and commutativity in mental calculations. *(Also appears in Properties of Numbers)*	Multiply and divide numbers mentally drawing upon known facts. Multiply and divide whole numbers and those involving decimals by 10, 100 and 1000.	Perform mental calculations, including with mixed operations and large numbers. Associate a fraction with division and calculate decimal fraction equivalents (e.g. 0.375) for a simple fraction (e.g. ¾) (Copied from Fractions)
		Written Calculation		Calculate mathematical statements for multiplication within the multiplication tables and write them using the multiplication (x) and equals (=) signs.	Write and calculate mathematical statements for multiplication And division using the multiplication tables that they know, Including for two-digit numbers times one-digit numbers, Using mental and progressing to formal written methods. *(Also appears in Mental Methods.)*			Multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication. Divide numbers up to 4-digits by a two-digit whole number using the formal written method of short division where appropriate for the context. Divide numbers up to 4 digits by a two-digit whole number using the formal written method of long division, and interpret remainders as whole number remainders, fractions, or by rounding, as appropriate for the context.
		Properties of Numbers: Multiples, Factors, Primes, Square and Cube Numbers.					Identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers. Know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers. Establish whether a number up to 100 is prime and recall prime numbers up to 19. Recognise and use square numbers and cube numbers, and the notation for squared (^{2}) and cubed (^{3})	Identify common factors, common multiples and prime numbers. Use common factors to simplify fractions; use common multiples to express fractions in the same denomination. (Copied from Fractions)
		Order of Operations						Use their knowledge of the order of operations to carry out calculations involving the four operations.
		Inverse Operations, Estimating and Checking Answers.			Estimate the answer to a calculation and use inverse operations to check answers. *(Copied from Addition and Subtraction)*	Estimate and use inverse operations to check answers to a calculation. *(Copied from Addition and Subtraction)*		Use estimation to check answers to calculations and determine, in the context of a problem, levels of accuracy.

	Problem Solving		Solve problems involving multiplication using materials, arrays, repeated addition, mental methods, and multiplication facts, including problems in contexts.	Solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondence problems in which n objects are connected to m objects.		Solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes. Solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign.	Solve problems involving addition, subtraction, multiplication and division.
Number: Fractions (Including Decimals and Percentages)	**Counting in Fractional Steps**						
	Recognising Fractions						
	Comparing Fractions						Compare and order fractions, including fractions >1
	Comparing Decimals						
	Rounding Including Decimals						
	Equivalence (Including Fractions, Decimals and Percentages)						Use common factors to simplify fractions; use common multiples to express fractions in the same denomination. Associate a fraction with division and calculate decimal fraction equivalents (e.g. 0.375) for a simple fraction (e.g. 3/8). Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts.
	Addition and Subtraction of Fractions						Add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions.
	Multiplication and Division of Fractions						Multiply simple pairs of proper fractions, writing the answer in its simplest form (e.g. ¼ x ½ = 1/8) Divide proper fractions by whole numbers (e.g. 1/3 ÷ 2 = 1/6)
	Multiplication and Division of Decimals						Associate a fraction with division and calculate decimal fraction equivalents (e.g. 0.375) for a simple fraction (e.g. 3/8)

	Problem Solving						
Algebra	**Equations**	Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = __ - 9 Represent and use number bonds and related subtraction facts within 20. *(Copied from Addition and Subtraction)*	Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and missing number problems. Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100. (Copied from Addition and Subtraction)				
	Formulae				Perimeter can be expressed algebraically as 2 (a + b) Where a and b are the dimensions in the same unit. (Copied from Measurement)		
	Sequences						
Measurement	**Comparing and Estimating**				Estimate, compare and calculate different measures, Including money in pounds and pence. *(Also included in Measuring)*	Calculate and compare the area of squares and rectangles including using standard units, square centimetres (cm^2) and square metres (m^2) and estimate the area of irregular Shapes. *(Also included in Measuring)*	
	Measuring and Calculating		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.		Estimate, compare and calculate **different measures**, Including **money** in **pounds and pence.** *(Also appears in Comparing)* Measure and calculate the **perimeter** of a rectilinear figure (including squares) in centimetres and metres.	Measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres. Calculate and compare the area of squares and rectangles including using standard unit, square centimetres (cm^2) and square metres (m^2) and estimate the area of irregular shapes. Recognise and use square numbers and cube numbers, and the notation for squared (^{2}) and cubed (^{3}) *(Copied from Multiplication and Division)*	
	Telling the Time						
	Converting				Convert between different units of measure (e.g. kilometre to metre)		
Geometry: Properties of Shape	**Identifying Shapes and their Properties.**	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].					

		Drawing and Constructing						
		Comparing and Classifying					Use the properties of rectangles to deduce related facts and find missing lengths and angles.	
		Angles						
		Position, Direction and Movement						Describe positions on the full coordinate grid (all four quadrants). Draw and translate simple shapes on the coordinate plane, and reflect them in the axes.
		Pattern						
	Statistics	**Interpreting, Constructing and Presenting Data.**					Complete, read and interpret information in tables, including timetables	
		Solving Problems					Solve comparison, sum and difference problems using information Presented in a line graph.	
Term 3 and 4 (Spring)	**Number and Place Value**	**Counting**	Count in multiples of twos and fives. Given a number, identify one more and one less.					
		Comparing Numbers	Use the language of equal to, more than, less than (fewer), most, least.					
		Identifying, Representing and Estimating Numbers	Identify and represent numbers using objects and pictorial representations including the number line.					
		Reading and Writing Numbers (including Roman Numerals)						
		Understanding Place Value				Find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as units, tenths and hundredths (Copied from Fractions)	Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents. *(Copied from Fractions)*	Identify the value of each digit to three decimal places and multiply and divide numbers by 10, 100 and 1000 where the answers are up to three decimal places. *(Copied from Fractions)*
		Rounding					Round decimals with two decimal places to the nearest whole number and to one decimal place. *(Copied from Fractions)*	Solve problems which require answers to be rounded to specified degrees of accuracy. (copied from Fractions)
	Number: Addition and Subtraction	**Number Bonds**	Represent and use number bonds and related subtraction facts within 20.					

		Mental Calculation	Add and subtract one-digit and two-digit numbers to 20, Including zero. Read, write and interpret mathematical statements involving Addition (+), subtraction (-) and equals (=) signs. *(Also appears in Written Methods)*					
		Written Methods	Read, write and interpret mathematical statements involving addition (+), Subtraction (-) and equals (=) signs. *(Appears also in Mental Calculation)*					
		Inverse Operations, Estimating and Checking Answers						
		Problem Solving	Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = - 9					
	Number: Multiplication and Division	**Multiplication and Division Facts**	Count in multiples of twos and fives. *(Copied from Number and Place Value)*	Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers.		Recall multiplication and division facts for multiplication tables up to 12 x 12		
		Mental Calculation		Show that division of one number by another is not commutative.	Write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods. *(Also appears in Written Methods.)*	Use place value known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers. Recognise and use factor pairs and commutativity in mental calculations. (Appears also in Properties of Numbers)	Multiply and divide numbers mentally drawing upon known facts.	
		Written Calculation		Calculate mathematical statements for division within the multiplication tables and write them using the division (÷) and equals (=) signs.	Write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods. *(Also appears in Mental Methods)*	Multiply two-digit and three-digit numbers by a one-digit number using formal written layout.	Multiply numbers up to 4 digits by a one-digit or two-digit number using a formal written method, including long multiplication for two-digit numbers. Divide numbers up to 4 digits by a one-digit number using the formal written method of short division and interpret remainders appropriately for the context.	Use written division methods in cases where the answer has up to two decimal places. *(Copied from Fractions (including decimals.))*

		Properties of Numbers: Multiples, Factors, Primes, Square and Cube Numbers.				Recognise and use factor pairs and commutativity in mental calculations (repeated)		Calculate, estimate and compare volume of cubes and cuboids using standard units, including centimetre cubed (cm^3) and cubic metres (m^3), and extending to other units such as $mm^3$and km^3 *(Copied from Measures)*
		Inverse Operations, estimating and checking Answers			Estimate the answer to a calculation and use inverse operations to check answers. *(Copied from Addition and Subtraction)*	Estimate and use inverse operations to check answers to a calculation. *(Copied from Addition and Subtraction)*		
		Problem Solving		Solve problems involving division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.	Solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondence problems in which n objects are connected to m objects.	Solve problems involving multiplying and adding, including using the distributive law to multiply two-digit numbers by one digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects.	Solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes. Solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign. Solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates.	Solve problems involving similar shapes where the scale factor is known or can be found. *(Copied from Ratio and Proportion)*
	Number: Fractions (including Decimals and Percentages)	**Counting in Fractional Steps**		Pupils should count in fractions up to 10, starting from any number and Using the ½ and 2/4 equivalence on the number line. (Non- Statutory Guidance)	Count up and down in tenths.	Count up and down in hundredths.		
		Recognising Fractions		Recognise, find, name and write fractions 1/3, ¼, 2/4 and ¾ of a length, shape, set of objects or quantity.	Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators. Recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10. Recognise and use fractions as numbers: unit fractions and non-unit with small denominators.	Recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.	Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents. *(Also appears in Equivalence)*	
		Comparing Fractions					Compare and order fractions whose denominators are all multiples of the same number.	
		Comparing Decimals					Read, write, order and compare numbers with up to three decimal places.	Identify the value of each digit in numbers given to three decimal places.

		Rounding including Decimals					Round decimals with two decimal places to the nearest whole number and to one decimal place.	Solve problems which require answers to be rounded to specified degrees of accuracy.
		Equivalence (including Fractions, Decimals and Percentages)		Write simple fractions e.g. ½ of 6 = 3 and recognise the equivalence of 2/4 and ½		Recognise and show, using diagrams, families of common equivalent fractions. Recognise and write decimal equivalents of any number of tenths or hundredths.	Identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths. Read and write decimal numbers as fractions (e.g. 0.71 = 71/100) Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents. Recognise the per cent symbol (%) and understand that per cent relates to "number of parts per hundred" and write percentages as a fraction with denominator 100 as a decimal fraction.	
		Addition and Subtraction of Fractions				Add and subtract fractions with the same denominator.	Add and subtract fractions with the same denominator and multiples of the same number. Recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements >1 as a mixed number (e.g. 2/5 + 4/5 = 6/5 = 1 1/5)	
		Multiplication and Division of Fractions					Multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams.	Multiply one-digit numbers with up to two decimal places by whole numbers.
		Multiplication and Division of Decimals				Find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths.		Multiply one-digit numbers with up to two decimal places by whole numbers. Multiply and divide numbers by 10, 100 and 1000 where the answers are up to three decimal places. Identify the value of each digit to three decimal places and multiply and divide numbers by 10, 10 and 1000 where the answers are up to three decimal places. Use written division methods in cases where the answer has up to two decimal places.

		Problem Solving			Solve problems that involve all of the above.	Solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number. Solve simple measure problems involving fractions and decimals to two decimal places.	Solve problems involving up to three decimal places. Solve problems which require knowing percentage and decimal equivalents of 1/2 , ¼ , 1/5, 2/5, 4/5 and those with a denominator of a multiple of 10 or 25.	
	Ratio and Proportion	**Statements only appear in Year 6**						Solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts. Solve problems involving the calculation of percentages [for example, of Measures, and such as 15% of 360] and the use of percentages for comparison. Solve problems involving similar shapes where the scale factor is known or can be found. Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples.
	Algebra	**Equations**	Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = __ - 9 Represent and use number bonds and related subtraction facts within 20. (Copied from Addition and Subtraction)		Solve problems, including missing number problems, using number facts, place value and more complex addition and subtraction. *(Copied from Addition and Subtraction)* Solve problems, including missing number problems, involving multiplication and division, including integer scaling. *(Copied from Multiplication and Division)*			Express missing number problems algebraically. Find pairs of numbers that satisfy number sentences involving two unknowns. Enumerate all possibilities of combinations of two variables.
		Formulae						Use simple formula. Recognise when it is possible to use **formulae** for area and volume of shapes. (Copied from Measurement)
		Sequences						Generate and describe linear number sequences.

	Measurement	**Comparing and Estimating**	Compare, describe and solve practical problems for: •Lengths and heights (e.g. long/short, longer/shorter, Tall/short, double/half) •Mass/weight [e.g. heavy/light, heavier than, lighter than] •Capacity and volume [e.g. full/empty, more than, less than, half, half full, quarter]	Compare and order lengths and record the results using >, < and =		Estimate, compare and calculate **different measures**, including **money in pounds and pence**. *(Also included in Measuring)*		Calculate, estimate and compare volume of cubes and cuboids using standard units, including centimetre cubed (cm^3) and cubic metres (m^3) and extending to other units such as mm^3 and km^3.
		Measuring and Calculating	Measure and begin to record the following: •Lengths and heights •Mass/weight •Capacity and volume	Choose and use appropriate standard units to estimate and measure **length/height** in any direction (m/cm) to the nearest appropriate unit, using rulers.	Measure, compare, add and subtract: **lengths** (m/cm/mm) Measure the **perimeter** of simple 2-D shapes. Add and subtract amounts of **money** to give change, using both £ and p in practical contexts.	Estimate, compare and calculate **different measures**, including **money in pounds and pence.** *(Also appears in Comparing)* Find the area of rectilinear shapes by counting squares.		Solve problems involving the calculation and conversion of **units of measure**, using decimal notation up to three decimal places where appropriate. (Appears also in Converting) Recognise that shapes with the same areas can have different **perimeters** and vice versa. Calculate the area of parallelograms and triangles. Calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres (cm^3) and cubic metres (m^3) and extending to other units [e.g. mm^3 and km^3]. Recognise when it is possible to use formulae for area and volume of shapes.
		Telling the Time						
		Converting						Use, read, write and convert between standard units, covering measurements of length, mass, volume and time from a smaller unit of measure to a larger unit, and vice versa, using decimal notation to up to three decimal places. Solve problems involving the calculation and conversion of units of measure, Using decimal notation up to three decimal places where appropriate. *(Appears also in Measuring and Calculating)* Convert between miles and kilometres.

	Geometry: Properties of Shapes	**Identifying Shapes and their Properties**		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.]				
		Drawing and Constructing						
		Comparing and Classifying		Compare and sort common 2-D and 3-D shapes and everday objects.				
		Angles						
		Position, Direction and Movement						
		Pattern						
	Statistics	**Interpreting, Constructing and Presenting Data**		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.	Interpret and present data using bar charts, pictograms and tables.			
		Solving Problems			Solve one-step and two-step questions (e.g. 'How many more?' and 'How many fewer?') using information presented in scaled bar charts and pictograms and tables.			
Term 5 and 6 (Summer)								
	Number: Number and Place Value	**Counting**	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. Given a number, identify one more and one less.					
		Comparing Numbers	Use the language of equal to, more than, less than (fewer), most, least.			Compare numbers with the same number of decimal places up to two decimal places. (Copied from Fractions)		
		Identifying, Representing and Estimating Numbers	Identify and represent numbers using objects and pictorial representations including the number line.					

		Reading and Writing Numbers (including Roman Numerals)			Tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks. *(Copied from Measurement)*			
		Understanding Place Value						
		Rounding				Round decimals with one decimal place to the nearest whole number. (Copied from Fractions)		
		Problem Solving						
	Number: Addition and Subtraction	**Number Bonds**						
		Mental Calculations						
		Written Methods						
		Inverse Operations, Estimating and Checking Answers						
		Problem Solving		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.				
	Number: Multiplication and Division	**Multiplication and Division Facts**						
		Mental Calculation			Write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods. *(Appears also in Written Methods)*			
		Written Calculation						

	Properties of Numbers: Multiples, Factors, Primes, Square and Cube Numbers							
	Inverse Operations, Estimating and Checking Answers							
	Problem Solving	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: Fractions (including Decimals and Percentages)	**Counting in Fractional Steps**							
	Recognising Fractions	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.		Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators. Recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators.				
	Comparing Fractions			Compare and order unit fractions, and fractions with the same denominators.				
	Comparing Decimals				Compare numbers with the same number of decimal places up to two decimal places.			
	Rounding including Decimals				Round decimals with one decimal place to the nearest whole number.			
	Equivalence (including Fractions, Decimals and Percentages)			Recognise and show, using diagrams, equivalent fractions with small denominators.	Recognise and write decimal equivalents to 1/4 1/2 3/4			
	Addition and Subtraction of Fractions			Add and subtract fractions with the same denominator within one whole (e.g. 5/7 + 1/7 = 6/7)				
	Multiplication and Division of Fractions							
	Multiplication and Division of Decimals							

		Problem Solving			Solve Problems that involve all of the above.	Solve simple money problems involving fractions and decimals to two decimal places.		
	Algebra	**Equations**					Use the properties of rectangles to deduce related facts and find missing lengths and angles. *(Copied from Geometry; Properties of Shapes)*	
		Formulae						
		Sequences	Sequence events in chronological order using language such as: before and after, net, first, today, yesterday, tomorrow, morning, afternoon and evening. *(Copied from Measurement)*	Compare and sequence intervals of time. *(Copied from Measurement)* Order and arrange combinations of mathematical objects in patterns. *(Copied from Geometry: Position and Direction)*				
	Measurement	**Comparing and Estimating**	Compare and solve practical problems for: •Time (e.g. quicker, slower, earlier, later) Sequence events in chronological order using language (e.g. before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening.)	Compare and order mass and volume/capacity and record results using >, < and = Compare and sequence intervals of time.	Compare durations of events, for example to calculate the time taken by particular events of tasks. Estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes, hours and o' clock; use vocabulary such as a.m./p.m., morning, afternoon, noon and midnight. *(Appears also in Telling the Time)*	Estimate, compare and calculate different measures, including money in pounds and pence. *(Also included in Measuring)*	Estimate volume (e.g. using 1cm ^{3} blocks to build cubes and cuboids) and capacity (e.g. using water.)	
		Measuring and Calculating	Measure and begin to record the following: time (hours, minutes, seconds) Recognise and know the value of different denominations of **coins and notes.**	Choose and use appropriate standard units to estimate and measure **mass** (kg/g); **temperature** (°C) and **capacity** (litres/ml) to the nearest appropriate unit, using scales, thermometers and measuring vessels.	Measure, compare, add and subtract: **mass** (kg/g) and **volume/capacity** (l/ml).	Estimate, compare and calculate different measures, including money in pounds and pence. *(Appears also in Comparing)*	Use all four operations to solve problems involving measure (e.g. **length, mass, volume, money**) using decimal notation including scaling.	
		Telling the Time	Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times. Recognise and use language relating to dates, including days of the week, weeks, months and years.	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. *(Appears also in Converting)*	Tell and write the time from an analogue clock, including using Roman Numerals from I to XII, and 12-hour and 24-hour clocks. Estimate and read time with increasing accuracy to the nearest minute; Record and compare time in terms of seconds, minutes, hours and o' clock; Use vocabulary such as a.m./p.m., morning afternoon, noon and midnight. *(Also appears in Comparing and Estimating)*	Read, write and convert time between analogue and digital 12 and 24-hour clocks. *(Appears also in converting)* Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days. *(Appears also in Converting)*	Solve problems involving converting between units of time.	

	Converting		Know the number of minutes in an hour and the number of hours in a day. *(Appears also in Telling the Time)*	Know the number of seconds in a minute and the number of days in each month, year and leap year.	Convert between different units of measure (e.g. hour to minute). Read, write and convert time between analogue and digital 12 and 24-hour clocks. *(Also appears in Converting*) Solve problems involving converting from hours to minutes; Minutes to seconds; years to months; weeks to days. *(Also appears in Telling the Time)*	Convert between different units of metric measure (e.g. kilometre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre.) Solve problems involving converting between units of time. Understand and use equivalences between metric units and common imperial units such as inches, pounds and pints.	
Geometry: Properties of Shapes	**Identifying Shapes and their Properties**				Identify lines of symmetry in 2D shapes presented in different orientations.	Identify 3-D shapes, including cubes and other cuboids from 2-D representations.	Recognise, describe and build simple 3-D shapes including nets. *(Also appears in Drawing and Constructing)* Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius.
	Drawing and Constructing			Draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them.	Complete a simple symmetric figure with respect to a specific line of symmetry.	Draw given angles, and measure them in degrees (°)	Draw 2-D shapes using given dimensions and angles. Recognise, describe and build simple 3-D shapes, including nets. *(Also appears in Identifying Shapes and their Properties)*
	Comparing and Classifying				Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes.	Use the properties of rectangles to deduce related facts and find missing lengths and angles. Distinguish between regular and irregular polygons based on reasoning about equal sides and angles.	Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals and regular polygons.
	Angles			Recognise angles as a property of shape or a description of a turn. Identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle. Identify horizontal and vertical lines and pairs of perpendicular and parallel lines.	Identify acute and obtuse angles and compare and order angles up to two right angles by size.	Know angles are measured in degrees; estimate and compare acute, obtuse and reflex angles. Identify: •Angles at a point and one whole turn (total 360°) •Angles at a point on a straight line and ½ a turn (total 180°) •Other multiples of 90°	Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles.
	Position, Direction and Movement	Describe position, direction and movement, including half, quarter and three-quarter turn.	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)		Describe positions on a 2-D grid as coordinates in the first quadrant. Describe movements between positions as translations of a given unit to the left/right and up/down. Plot specified points and draw sides to complete a given polygon.	Identify, describe and represent the position of a shape following a reflection or translation, using the appropriate language, and know that the shape has not changed.	
	Pattern		Order and arrange combinations of mathematical objects in patterns and sequences.				

	Statistics	**Interpreting, Constructing and Presenting Data**				Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.		Interpret and construct pie charts and line graphs and use them to solve problems.
		Solving Problems				Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.		Calculate and interpret the mean as an average.