



	Unit 1 – Place value	Unit 2 – Addition and subtraction	Unit 3 – Money	Unit 4 – Multiplication and division
Autumn Term	<ul style="list-style-type: none">count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backwardrecognise the place value of each digit in a two-digit number (tens, ones)identify, represent and estimate numbers using different representations, including the number linecompare and order numbers from 0 up to 100; use and = signsread and write numbers to at least 100 in numerals and in wordsuse place value and number facts to solve problems	<ul style="list-style-type: none">solve problems with addition and subtraction:<ul style="list-style-type: none">using concrete objects and pictorial representations, including those involving numbers, quantities and measuresapplying their increasing knowledge of mental and written methodsrecall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100add and subtract numbers using concrete objects, pictorial representations, and mentally, including:<ul style="list-style-type: none">a two-digit number and onesa two-digit number and tenstwo two-digit numbersadding three one-digit numbersshow that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannotrecognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.	<ul style="list-style-type: none">find different combinations of coins that equal the same amounts of moneysolve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving changerecognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value	<ul style="list-style-type: none">recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numberscalculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signsshow that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot
Spring term	<p>Unit 1 - multiplication</p> <ul style="list-style-type: none">recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numberscalculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signsshow that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannotsolve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts	<p>Unit 2 – Fractions</p> <ul style="list-style-type: none">recognise, find, name and write fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$ and $\frac{3}{4}$ of a length, shape, set of objects or quantitywrite simple fractions, for example $\frac{1}{2}$ of 6 = 3 and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$	<p>Unit 3 – Statistics</p> <ul style="list-style-type: none">interpret and construct simple pictograms, tally charts, block diagrams and tablesask and answer simple questions by counting the number of objects in each category and sorting the categories by quantityask-and-answer questions about totalling and comparing categorical data	<p>Unit 4 – Shape</p> <ul style="list-style-type: none">identify and describe the properties of 2-D shapes, including the number of sides, and line symmetry in a vertical lineidentify and describe the properties of 3-D shapes, including the number of edges, vertices and facesidentify 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

Summer term	Unit 1 – measurement (length and height)	Unit 2 – Position and direction	Unit 3 – Measurement (time)	Unit 4 – Measurement (mass, capacity and temperature)
	<ul style="list-style-type: none"> 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 = 	<ul style="list-style-type: none"> 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) 	<ul style="list-style-type: none"> 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 	<ul style="list-style-type: none"> 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 =