Term One	Term Two	Term Three
Number and place value • count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number • read and write numbers from 1 to 20 in numerals and words. • read and write numbers to at least 100 in numerals and in words • compare and order numbers from 0 up to 100; use <, > and = signs	**Number and place value** • 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 • 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	**Number and place value** • count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens • count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward • use place value and number facts to solve problems.

Addition and subtraction
• read, write and interpret mathematical statements involving addition (+), subtraction (–) and equals (=) signs
• represent and use number bonds and related subtraction facts within 20
• use concrete objects and pictorial representations, including those involving numbers, quantities and measures
• recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100
• add three one-digit numbers
	Addition and subtraction
	• add and subtract one-digit and two-digit numbers to 20, including zero
	• apply their increasing knowledge of mental and written methods
	• 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
		Addition and subtraction
		• 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:
		• 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 solve missing number problems.

Multiplication and division • 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. • calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs	**Multiplication and division** • recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers	**Multiplication and division** • 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.
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	**Fractions** • recognise, find and name a half as one of two equal parts of an object, shape or quantity • write simple fractions for example, half of 6 = 3 and recognise the equivalence of 2/4 a n d 1/2 .	**Fractions** • recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.

Measurement
• compare, describe and solve practical problems for:
  ○ mass/weight [for example, heavy/light, heavier than, lighter than]
  ○ time [for example, quicker, slower, earlier, late
• recognise and know the value of different denominations of coins and notes
• sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening]
• 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
	Measurement
	• compare, describe and solve practical problems for:
	  ○ lengths and heights [for example, long/short, longer/shorter, tall/short, double/half]
	• measure and begin to record lengths and heights
	• measure and begin to record mass/weight
	• 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.
	• compare and sequence intervals of time
	• tell and write the time to five minutes, including quarter to/quarter past 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.
		Measurement
		• compare, describe and solve practical problems for:
		  ○ capacity and volume [for example, full/empty, more than, less than, half, half full, quarter]
		• measure and begin to record the following:
		  ○ capacity and volume
		  ○ time (hours, minutes, seconds)
		• 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 =

Properties of shape • recognise and name common 2-D shapes, including: rectangles (including squares), circles and triangles • identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line	**Properties of shape** • recognise and name common 3-D shapes, including: cuboids (including cubes), pyramids and spheres • identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces	**Properties of shape** • order and arrange combinations of mathematical objects in patterns and sequences

Geometry, position and direction	**Geometry, position and direction**	**Geometry, position and direction** • describe position, direction and movement, including whole, half, quarter and three- quarter turns. • 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).
Statistics • interpret and construct simple pictograms, tally charts, block diagrams and simple tables	**Statistics** • ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity	**Statistics** • ask and answer questions about totalling and comparing categorical data.