Term One	Term Two	Term Three
Number and place value • count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number • recognise the place value of each digit in a three-digit number (hundreds, tens, ones) • count in multiples of 6, 7, 9, 25 and 1000 • find 1000 more or less than a given number • count backwards through zero to include negative numbers	**Number and place value** • compare and order numbers up to 1000 • identify, represent and estimate numbers using different representations • read and write numbers up to 1000 in numerals and in words • recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) • order and compare numbers beyond 1000 • identify, represent and estimate numbers using different representations • round any number to the nearest 10, 100 or 1000	**Number and place value** • 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 • 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.

Addition and subtraction
• add and subtract numbers mentally, including:
    ○ a three-digit number and ones
    ○ a three-digit number and tens
    ○ a three-digit number and hundreds
• 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
	• estimate the answer to a calculation and use inverse operations to check answers
	• estimate and use inverse operations to check answers to a calculation
		Addition and subtraction
		• solve problems, including missing number problems, using 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.

addition and subtraction where appropriate		

Multiplication and division

- recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables
- recall multiplication and division facts for multiplication tables up to 12 × 12
- 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

Multiplication and division

- 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
- recognise and use factor pairs and commutativity in mental calculations
- multiply two-digit and three-digit numbers by a one-digit number using formal written layout

Multiplication and division

- 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.

Fractions including decimals

- count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10
- recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators
- count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.
- add and subtract fractions with the same denominator
- find the effect of dividing a one- or two-digit number by 10 and 100, identifying the

Fractions including decimals

- recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators
- recognise and show, using diagrams, equivalent fractions with small denominators
- recognise and show, using diagrams, families of common equivalent fractions
- 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
- recognise and write decimal equivalents to ¼, ½, ¾

Fractions including decimals

- add and subtract fractions with the same denominator within one whole [for example,
- 5/7 + 1/7 = 6/7]
- compare and order unit fractions, and fractions with the same denominators
- solve problems that involve all of the above.
- round decimals with one decimal place to the nearest whole number
- compare numbers with the same number of decimal places up to two decimal places
- solve simple measure and money problems involving fractions and decimals to two decimal places.

• value of the digits in the answer as ones, tenths and hundredths OBJ OBJ	• recognise and write decimal equivalents of any number of tenths or hundredths	

Measurement	Measurement	Measurement
- measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml) - measure the perimeter of simple 2-D shapes - add and subtract amounts of money to give change, using both £ and p in practical contexts - convert between different units of measure [for example, kilometre to metre; hour to minute] - measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres - find the area of rectilinear shapes by counting squares	- 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, compare and calculate different measures, including money in pounds and pence[OBJ][OBJ]	- estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours; use vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon and midnight - know the number of seconds in a minute and the number of days in each month, year and leap year - compare durations of events [for example to calculate the time taken by particular events or tasks]. - read, write and convert time between analogue and digital 12- and 24-hour clocks - solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.
Properties of shape	**Properties of shape**	**Properties of shape**
- draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them - compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes	- 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 acute and obtuse angles and compare	- identify horizontal and vertical lines and pairs of perpendicular and parallel lines. - identify lines of symmetry in 2-D shapes presented in different orientations - complete a simple symmetric figure with respect to a specific line of symmetry.

	and order angles up to two right angles by size	
Geometry, position and direction • describe positions on a 2-D grid as coordinates in the first quadrant	**Geometry, position and direction** • describe movements between positions as translations of a given unit to the left/right and up/down	**Geometry, position and direction** • plot specified points and draw sides to complete a given polygon.
Statistics • interpret and present data using bar charts, pictograms and tables • interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.	**Statistics** • solve one-step and two-step questions [for example, 'How many more?' and 'How many fewer?'] using information presented in scaled bar charts and pictograms and tables.	**Statistics** • solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.