



	Autumn Term		Spring Term		Summer Term	
Area of Maths	Place Value Addition & Subtraction	Geometry: Shape Measurement: Money	Multiplication & Division	Measurement	Fractions Measurement: Time	Statistics Geometry: Position & Direction
Knowle dge	<ul style="list-style-type: none"> Count in steps of 2, 3 and 5 from 0, forwards and backwards Count in tens from any number, forwards and backwards Read & write numbers to 100 in numerals/words Identify, represent and estimate numbers using different representations, including the number line Recognise the place value of each digit in a two-digit number (tens, ones) Compare and order numbers from 0 up to 100 using =, >, < symbols Use place value and number facts to solve problems Recall and use addition and subtraction facts to 20 fluently Add and subtract numbers using concrete objects, pictorial representations and mentally, including: <ul style="list-style-type: none"> A 2-digit number and ones A 2-digit number and tens Two 2-digit numbers Adding three 1-digit numbers 	<ul style="list-style-type: none"> 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 of addition and subtraction and use this to check calculations and solve missing number problems Identify and describe the properties of 2D shapes, including the number of sides and line symmetry in a vertical line Identify 2D shapes on the surface of 3D shapes Compare and sort common 2D shapes and everyday objects Recognise and name common 3D shapes Compare and sort common 3D shapes and everyday objects 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, including giving change 	<ul style="list-style-type: none"> Recall and use multiplication and division facts for the 2, 5, 10 times tables, including recognising odd and even numbers Show that multiplication of two numbers can be done in any order (commutative) and division by one number by another cannot Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the correct symbols, including = Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods and multiplication and division facts, including problems in contexts 	<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"> 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 a quantity Recognise the equivalence of $\frac{1}{2}$ and $\frac{2}{4}$ Write simple fractions for example, $\frac{1}{2}$ of 6 = 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 number of hours in a day 	<ul style="list-style-type: none"> 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 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)
Key Vocabulary - same as EYFS & Y1, plus:	ones, tens, two-digit, estimate, place value, solve greater than >, less than <, fewer, most, least, identify, nearest ten, partition, compare, determine, value	money, pounds, pence, change, change, properties, line of symmetry, vertical, horizontal, edges, faces, vertices, pentagon, hexagon, heptagon, octagon, nonagon, decagon, kite, rhombus, polygon, square-based/triangular-based pyramid, prism, rectangular,	multiplication facts, tables, division facts, odd, even, share, equally, repeated addition, calculate, problem	greater than, less than, equal, estimate, temperature, unit, scales, ruler, thermometer, metre, centimetre, kilograms, grams, degrees Celsius, litres, millilitres,	past, to, half past, quarter past, quarter to, five past, five to, ten past, ten to, equivalent, fraction	rotation, right angle, clockwise, anti-clockwise, order, pictogram, pictogram, tally chart, block diagrams, horizontal, vertical, key, title, compare, data
	<p>Fluency - become fluent in the fundamentals of mathematics, through frequent practice with increasingly complex problems, so that pupils have conceptual understanding and are able to recall and apply their knowledge rapidly and accurately to problems.</p> <p>Understanding & Being accurate and Efficient</p> 	<p>Reasoning - reason mathematically by following a line of enquiry, conjecturing relationships and generalisations, and developing an argument, justification or proof using mathematical language.</p> <p>Exploring & Proving</p> 	<p>Problem Solving - solve problems by applying mathematics to a variety of routine and non-routine problems with increasing sophistication, including breaking down problems into a series of simpler steps and persevering in seeking solutions.</p> <p>Applying & Persevering</p> 