

Group/Class	Objectives	Coverage Notes	Term
Number - Number and Place Value	<ul style="list-style-type: none"> • count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward • <u>recognise the place value of each digit in a two-digit number (tens, ones), and partition in different combinations of tens and ones</u> • identify, represent and estimate numbers using different representations, including the number line • compare and order numbers from 0 up to 100 • use <, > and = signs • read and write numbers to at least 100 in numerals and in words • use place value and number facts to solve problems. 		
Number – Addition and Subtraction	<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 measures ○ applying their increasing knowledge of mental and written methods • recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 • <u>add and subtract numbers using concrete objects, pictorial representations, and mentally, including:</u> <ul style="list-style-type: none"> ○ a two-digit number and ones ○ a two-digit number and tens ○ <u>two two-digit numbers</u> ○ 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 • <u>recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.</u> 		
Number – Multiplication and Division	<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 numbers • calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs • <u>show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot</u> • solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts. 		
Number – Fractions, Decimals and Percentages	<ul style="list-style-type: none"> • recognise, find, name and write fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{1}{2}$, $\frac{2}{4}$ and $\frac{3}{4}$ of a length, shape, set of objects or quantity • Know that all parts of a fraction must be equal parts of the whole. • write simple fractions for example, $\frac{1}{2}$ of 6 = 3 and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$. 		
Measurement	<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 • <u>pupils can read scales in divisions of ones, twos, fives and tens in a practical situation where all the numbers are given.</u> • compare and order lengths, mass, volume/capacity and record the results using >, < and = • recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value • <u>find different combinations of coins that equal the same amounts of money</u> • solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change • compare and sequence intervals of time • <u>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</u> • know the number of minutes in an hour and the number of hours in a day. 		
Geometry – Properties of Shape	<ul style="list-style-type: none"> • <u>identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line</u> • <u>identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces</u> • identify 2-D shapes on the surface of 3-D shapes • compare and sort common 2-D and 3-D shapes and everyday objects. 		
Geometry – Position and Direction	<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). 		
Statistics	<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. 		
Ratio and Proportion			
Algebra			

Number of Objectives – 41 (each objective worth just over 2%)