Year Group	Number				Measurement	Geometry		Statistics
	Number and Place Value	**Addition and Subtraction**	**Multiplication and Division**	**Fractions**	**Measurement**	**Properties of Space**	**Position and direction**	**Statistics**
EYFS	**ELG:** Children count reliably with numbers from 1 to 20, place them in order and say which numbers is one more or one less than a given number	**ELG:** Using quantities and objects, they add and subtract two single-digit numbers and count on and back to find the answer.	**ELG:** They solve problems, including doubling, halving and sharing.	**ELG:** They solve problems, including doubling, halving and sharing.	**ELG:** Children use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems. They recognise, create and describe patterns. They explore characteristics of everyday objects and shapes and use mathematical language to describe them.			
Year 1 **Working at the Expected Standard**	Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number. Count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens. 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	Read, write and interpret mathematical statements involving addition (+), subtraction (−) and equals (=) signs. Represent and use number bonds and related subtraction facts within 20. Add and subtract one-digit and two-digit	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.	Recognise, find and name a half as one of two equal parts of an object, shape or quantity. Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.	Measure, compare, describe and solve practical problems for lengths and heights (for example, long/short, longer/shorter, tall/short, double/half). Measure, compare, describe and solve practical problems for mass/weight (for example, heavy/light,	Recognise and name common 2D shapes (for example, rectangles, squares, circles, triangles). Recognise and name common 3D shapes (for example, cuboids, cubes, pyramids, spheres). .	Describe position, direction and movement, including whole, half, quarter and three- quarter turns	

	language of: equal to, more than, less than (fewer), most, least.	numbers to 20, including zero. Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems, such as 7 = [ ] – 9.			heavier than, lighter than). Measure, compare, describe and solve practical problems for capacity and volume (for example, full/ empty, more than, less than, half, half full, quarter). Measure, compare, describe and solve practical problems for time (for example, hours, minutes, seconds, quicker, faster, slower, earlier, later). 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 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.			
Year 2 **Working at the Expected Standard**	Count tin steps of 2, 3 and 5 from 0, and count in tens from any number forward or backward. Recognise the place value of each digit in a two digit number 9tens, ones). Identify, represent and estimate numbers using different representations, including the number line.	Solve simple one – step problems with additional and subtraction: using concrete objects and pictorial representations, including those involving numbers, quantities and measures. Apply increasing knowledge of	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	Recognise, find, name and write fractions 1/3, ¼, 2/4 and ¾ of length, shape, and set of objects or quantity. Write simple fractions e.g. ½ of 6 = 3 and recognise the equivalence of two quarters and one half.	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 rules, scales, thermometers and	Identify and describe the properties of 2-D shapes, including the number of sides and symmetry in a vertical line. Identify and describe the properties of 3_D shapes, including the number of edges, vertices and faces.	Order and arrange combinations of mathematical objects in patterns. Use mathematical vocabulary to describe position, direction and movement, including distinguishing	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

| | 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. | mental and written methods. Recall and use additional and subtraction facts to 20 fluently, and derive and use related facts up to 100. Add and subtract numbers using concrete objects, pictorial representations and mentally, including: Two digit number and ones Two digit number and tens Two, two digit numbers. Adding three one digit numbers show that addition of two numbers can be done in any order (commutative) and subtraction | multiplication (x), division (÷) and equals (=) signs. Recognise and use the inverse relationship between multiplication and division in calculations. Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot. Solve one – step problems involving multiplication and division, using materials, arrays, repeated addition, mental methods and multiplication and division facts, including problems in context. | | measuring vessels. Compare and order lengths, mass, volume/capacity and record the results using ≤ ≥ and =. Read relevant scales to the nearest numbered unit. Recognise and use symbols for pounds (£) and Pence (p); combine amounts to make a particular value and match different combinations of coins to equal the same amounts of money. Add and subtract money of the same unit, including giving change. Solve simple problems in practical context | Identify 2-D shapes on the surface of 3D 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. | between rotation as a turn and in terms of right angles for quarter, half and three quarter turns (clockwise and anti-clockwise), and in movement in a straight line. | categories by quantity. Ask and answer questions about totalling and compare categorical data. |

		of one number form another cannot. Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and missing number problems.			involving additional and subtraction of money. 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 fact to show these times.			