

## Y1 Maths Curriculum Content

Numbers & the number system	Calculation~ addition & subtraction	Calculation~ multiplication & division	Calculation~ Fractions, Decimals & Percentages	Measures	Shape & Space	Statistics
<ul style="list-style-type: none"> <li>• Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number.</li> <li>• Count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens.</li> <li>• Given a number, identify one more and one less.</li> <li>• Identify and represent numbers using objects &amp; pictorial representations including the number line, and use the language of equal to, more than, less than (fewer), most, least.</li> <li>• Read and write numbers from 1 to 20 in numerals and words.</li> </ul>	<ul style="list-style-type: none"> <li>• Read, write &amp; interpret mathematical statements involving addition (+), subtraction (-) &amp; equals (=) signs</li> <li>• Represent and use number bonds and related subtraction facts within 20</li> <li>• Add and subtract one-digit &amp; two-digit numbers to 20, including zero.</li> <li>• Solve one-step problems that involve addition and subtraction, using concrete objects &amp; pictorial representations, and missing number problems such as <math>7 = [ ] - 9</math>.</li> </ul>	<ul style="list-style-type: none"> <li>• 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.</li> </ul>	<ul style="list-style-type: none"> <li>• Recognise, find and name a half as one of two equal parts of an object, shape or quantity.</li> <li>• Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.</li> </ul>	<ul style="list-style-type: none"> <li>• Compare, describe and solve practical problems for:               <ul style="list-style-type: none"> <li>- lengths and heights [ e.g. long/short, longer/shorter, tall/short, double/half ]</li> <li>- mass or weight [ e.g. heavy/light, heavier than, lighter than ]</li> <li>- capacity/volume [ full/ empty, more than, less than, half, half full, quarter ]</li> <li>- time [ e.g. quicker, slower, earlier, later ]</li> </ul> </li> <li>• Measure and begin to record the following: lengths and heights; mass/weight; capacity &amp; volume; time (hours, minutes, seconds)</li> <li>• Recognise and know the value of different denominations of coins and notes.</li> <li>• Sequence events in chronological order using language such as: before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening.</li> <li>• Recognise and use language relating to dates, including days of the week, weeks, months and years.</li> <li>• Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.</li> </ul>	<p><b>Geometry: Properties of shapes</b></p> <ul style="list-style-type: none"> <li>• Recognise and name common 2-D and 3-D shapes, including:               <ul style="list-style-type: none"> <li>2-D shapes (e.g. rectangles (including squares), circles and triangles)</li> <li>3-D shapes (e.g. cuboids (including cubes), pyramids and spheres).</li> </ul> </li> </ul> <p><b>Position and direction</b></p> <ul style="list-style-type: none"> <li>• Describe position, directions and movements, including whole, half, quarter and three-quarter turns.</li> </ul>	<p>Non included in Year 1</p>

## Y2 Maths Curriculum Content

Numbers & the number system	Calculation~ addition & subtraction	Calculation~ multiplication & division	Calculation~ Fractions, Decimals & Percentages	Measures	Shape & Space	Statistics
<ul style="list-style-type: none"> <li>• Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward or backward.</li> <li>• Recognise the place value of each digit in a two-digit number (tens, ones).</li> <li>• Identify, represent and estimate numbers using different representations, including the number line.</li> <li>• Compare and order numbers from 0 up to 100; use <math>&lt;</math>, <math>&gt;</math> and <math>=</math> signs.</li> <li>• Read and write numbers to at least 100 in numerals and in words.</li> <li>• Use place value and number facts to solve problems.</li> </ul>	<ul style="list-style-type: none"> <li>• Solve problems with addition &amp; subtraction:                             <ul style="list-style-type: none"> <li>• using concrete objects and pictorial representations, including those involving numbers, quantities and measures</li> <li>• applying their increasing knowledge of mental and written methods.</li> </ul> </li> <li>• Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100.</li> <li>• Add and subtract numbers using concrete objects, pictorial representations, and mentally, including:                             <ul style="list-style-type: none"> <li><i>a two-digit number and ones,</i></li> <li><i>a two-digit number and tens,</i></li> <li><i>two two-digit numbers,</i></li> <li><i>adding three one-digit numbers,</i></li> </ul> </li> <li>• Show that addition of two numbers can be done in any order and subtraction of one number from another cannot.</li> <li>• Recognise and use the inverse relationship between addition &amp; subtraction and use this to check calculations and missing number problems.</li> </ul>	<ul style="list-style-type: none"> <li>• Recall &amp; use multiplication &amp; division facts for 2, 5 &amp; 10 tables, including recognising odd and even numbers</li> <li>• Calculate mathematical statements for multiplication and division within the multiplication tables; write them using multiplication (<math>\times</math>), division (<math>\div</math>) &amp; equals (<math>=</math>) signs.</li> <li>• Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot.</li> <li>• Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.</li> </ul>	<ul style="list-style-type: none"> <li>• Recognise, find, name and write fractions <math>\frac{1}{2}</math>, <math>\frac{1}{4}</math>, <math>\frac{3}{4}</math> &amp; <math>\frac{1}{4}</math> of a length, shape, set of objects or quantity</li> <li>• Write simple fractions e.g. <math>\frac{1}{2}</math> of 6 = 3 and recognise the equivalence of <math>\frac{1}{4}</math> and <math>\frac{2}{8}</math></li> </ul>	<ul style="list-style-type: none"> <li>• Choose and use appropriate standard units to estimate and measure:                             <ul style="list-style-type: none"> <li>- length/height in any direction (m/cm);</li> <li>- mass (kg/g);</li> <li>- temperature (<math>^{\circ}\text{C}</math>);</li> <li>- capacity (litres/ml) to the nearest appropriate unit... <i>using rulers, scales, thermometers and measuring vessels</i></li> </ul> </li> <li>• Compare and order lengths, mass, volume / capacity and record the results using <math>&gt;</math>, <math>&lt;</math> and <math>=</math></li> <li>• Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value.</li> <li>• Find different combinations of coins that equal the same amounts of money</li> <li>• Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change.</li> <li>• Compare and sequence intervals of time.</li> <li>• 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.</li> <li>• Know the number of minutes in an hour and the number of hours in a day.</li> </ul>	<ul style="list-style-type: none"> <li>• Identify &amp; describe the properties of 2-D shapes, including the number of sides &amp; line symmetry in a vertical line</li> <li>• Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces</li> <li>• Identify 2-D shapes on the surface of 3-D shapes, [e.g. a circle on a cylinder &amp; a triangle on a pyramid.]</li> <li>• Compare and sort common 2-D and 3-D shapes and everyday objects.</li> <li>• Order and arrange combinations of mathematical objects in patterns and sequences.</li> <li>• Use mathematical vocabulary to describe position, direction and movement including movement in a straight line, distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise)</li> </ul>	<ul style="list-style-type: none"> <li>• Interpret and construct simple pictograms, tally charts, block diagrams and simple tables</li> <li>• Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity</li> <li>• Ask and answer questions about totaling and comparing categorical data.</li> </ul>